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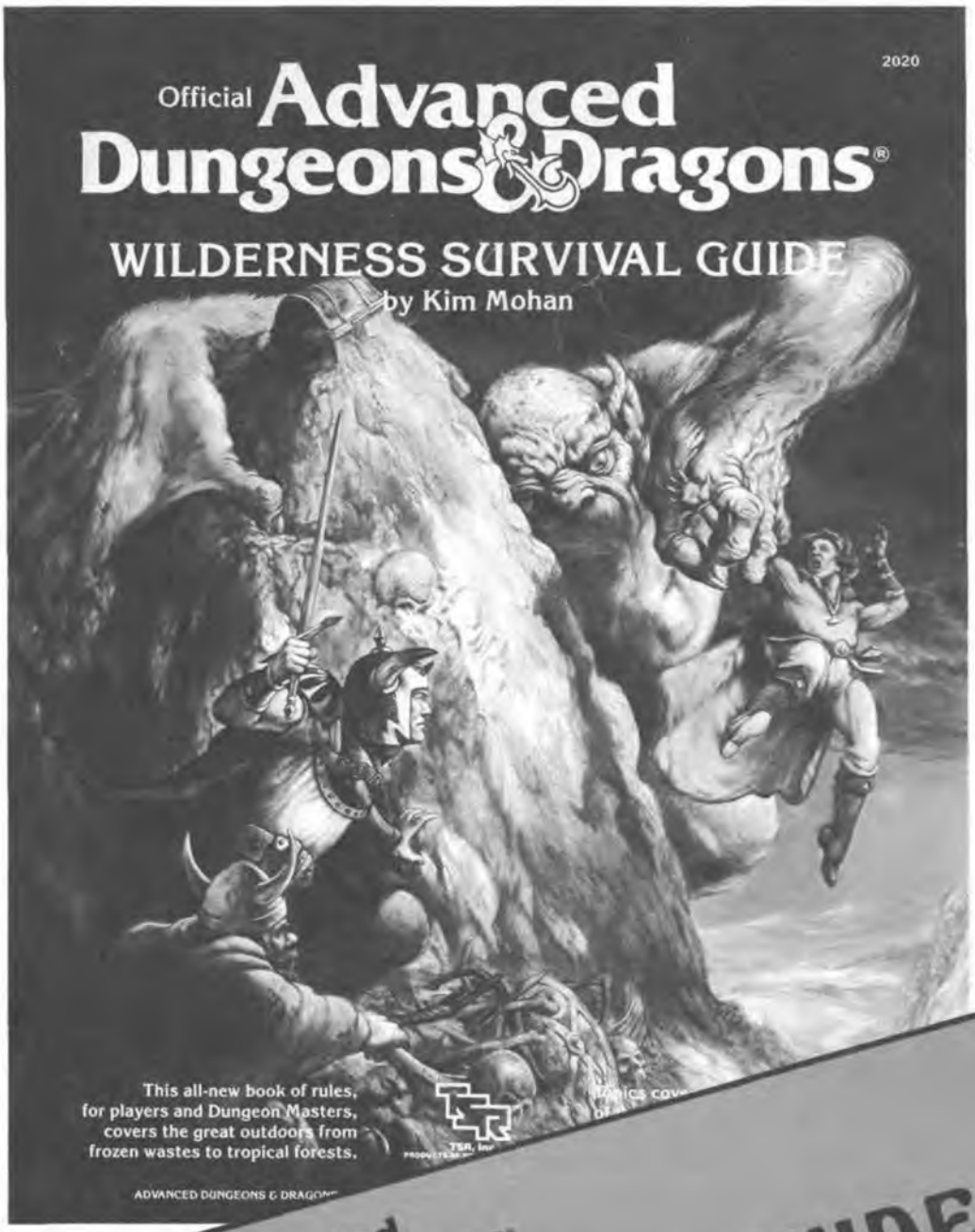
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ADVENTURES FOR TSR® ROLE-PLAYING GAMES

JANUARY/FEBRUARY 1987 ISSUE NO. 3

COVER: Consumed with his lust for infinite power, Magus unleashes *The Book with No End* — and annihilates his own kingdom. Our third cover artist, Roger Raupp, has captured that fatal moment in time.

Same as it ever was?

Though we have fallen behind in our evaluation of module submissions for this magazine, a large number of modules and module proposals *have* been reviewed. Some interesting themes have come to light in this process, too.

Interestingly enough, nobody seems to like illusionists. Many of the module submissions and proposals cast the illusionist in an evil light, and I cannot recall any that had a *good* illusionist. Perhaps this reflects a cultural bias of some sort (i.e., illusionists are tricksters, fakes, and liars). It might also reflect the fact that the illusionist class is perhaps the most unpopular character class in the AD&D® game system.

Another curious point is the prevalence of crazy wizards. Rogue magic-users plague every kingdom, and many of them are quite insane. Arch-mages conjure up demons and undead of every sort in frenzies of megalomania and paranoia. Does magic make you crazy? I have yet to see a module on a crazy paladin or a deranged ranger.

Generic evil hordes are another commonly seen topic. One would not expect all bandit gangs to look alike, or even all orc tribes, but many have a distressing sameness about them, as if they were clipped straight from the *Monster Manual*.

But the old tales are often among the best. A good author can take an old theme and breathe new life into it, as was done with each of the above themes in this and previous issues of DUNGEON™ Adventures. That, in the final analysis, makes all the difference between acceptance and rejection, between good modules and clichés.

Roger E. Moore

The Readers — **LETTERS** — This, that, and those 2

David Howery — **FALCON'S PEAK** — (ADD 1-3) Lord Falcon is dead, so no one will mind if you hunt for his treasure — you hope 4

Thomas M. Kane — **BLOOD ON THE SNOW** — (ADD 3-7) In the frozen wastes, one can find wealth, beauty, and one's own death 11

Carol and Robert Pasnak — **THE DEADLY SEA** — (ADD 4-7) A rescue mission into the green depths of the ocean 27

Richard Emerich — **THE BOOK WITH NO END** — (ADD 8-12) A vanished tome, a faded legend, and the end of the world 41

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"... go from here eastwards and pass the fields we know, till you see the lands that clearly pertain to faery; and cross their boundary..."

The Lord of Erl

The King of Elfland's Daughter, Lord Dunsany

Letters

Dear editor:

I am writing to learn more about the process of sending in a dungeon adventure. My questions are as follows:

1. Should the final adventure copy we send be in the form of published adventure modules, with boxed descriptions, DM notes, and other information, or should the adventure be written as a general guide to the DM, requiring the DM to determine what information should be given the characters?

2. If illustrations are included, should they be limited to a specific size?

3. Are maps done on hex paper or graph paper suitable for presenting, or should they be produced on white paper with a grid system, similar to published modules?

4. Should any monsters that are not in the *Monster Manuals*, being taken instead from published adventures (such as spectral minions from the DRAGONLANCE® saga) be listed in a "new monsters" section?

James Kowan
Bramalea, Ontario

1. Either format you suggest is acceptable, but be sure to clarify which parts of the text may be given to the player characters and which should not.

2. Illustrations should not exceed the size of a regular 8½" × 11" sheet of paper in most cases, though a particularly complicated map could be made up to twice this size — but we don't recommend it.

3. Maps can be done in either manner, so long as the drawings and text are clearly legible and neatly executed.

4. Monsters which do not appear in any hardbound books should be fully described in the module, as was done with Baalphegor, the tyrannabyss, and the epadrazzil in DUNGEON™ Adventures issue #2, and with razorweed in issue #1.

Dear editor:

I really like your new magazine. I am a subscriber to it and read it thoroughly every month. After reading the latest issue, my imagination has been sparked. I think I may have the urge to write a module sometime soon but don't have the information for it.

If you wouldn't mind, I would appreciate your sending me the Module Guidelines advertised on page 15 of issue #2. Once again, I can't say how much I enjoy your magazine. One article I especially liked was "The Titan's Dream." It adds a new sense to the game. I certainly hope that William Todorsky will contribute more to your magazine.

Tom Rood
Shelbyville, Illinois

Thank you for the praise, and we do have another module by "Todo" Todorsky in the works.

However, this is a good time to announce that we are flooded with module material at present, and it might not be a good idea to submit more material to us for the next six months. Because of work pressures, we're also having trouble processing the modules we do have on a timely basis. Nonetheless, we'll get it worked out.

This should not stop you from going ahead and tinkering with some ideas for modules. Just keep in mind that you might not be able to see them in print for a long time to come.

Dear editor:

In "The Dwarven King's Court," issue #2, the exit hole from the catacombs to the side of the mountains is in room 37, instead of room 38 (as stated in room 35). Thank you for your time.

Robbie Fernandez
Olney, Maryland

Oops.

Dear editor:

I've been a DM for two years but I've not come across one single preplanned dungeon module for chaotic or neutral alignment player characters. I was wondering if you might know of any available. My players and I use the Basic DUNGEONS & DRAGONS® game system.

Keith Foy
Oneonta, Alabama

Although no D&D® modules (to my knowledge) have been specifically designed for chaotic characters, any of them could easily be adapted for use by chaotic or neutral groups. Neutral characters would most likely take a quest for the reward offered (out of purely selfish motives), and chaotic ones might take a quest in order to fight an opposing chaotic force or to serve as double agents, actually working for the bad guys but pretending to work for the good guys. This would require some work on the DM's part, and the other (lawful) player characters might not be pleased to learn of this duplicity, but that depends entirely on the group playing the game.

Dear editor:

After reading the letters in the first issue of DUNGEON Adventures, I would like to respond to one. Even though putting DUNGEON Adventures on [game store shelves] will get more buyers, it would be harder on the DMs. I know some players in my campaign would pick up a copy and look at it out of curiosity.

I would also like to see DUNGEON Adventures go on and include other games in their magazine (it could start with other TSR® games and go on from there).

Ryan Cronwell
Mequon, Wisconsin

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I understand your concern about players reading up on the very modules you plan to run in your campaign. However, look at the other side of the coin. Perhaps the same players will be moved to become Dungeon Masters themselves after reading about a particularly exciting adventure that they would like to run. Also consider that players can still subscribe to the magazine and read up on the adventures anyway, whether the stores get them or not.

DUNGEON Adventures (if all goes well) should be available for sale in many stores early this year — perhaps even with this issue. So, if you're reading this while standing in your favorite hobby shop, do your store owner a favor for the New Year and buy this issue. It'll make his day.

By the way, King Clem's magical sword is a broad sword, not a long sword (as identified on page 15 of issue #2). Sorry!

If you're moving, please mail your old and new addresses (and your account number) to: Address Change, DUNGEON™ Adventures, P.O. Box 110, Lake Geneva, WI 53147. Write to us at least six (preferably eight) weeks before your move to insure uninterrupted delivery.

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FALCON'S PEAK

BY DAVID HOWERY

Lord Falcon's nest holds a new brood of evil

Artwork by Kevin Davies
Cartography by Diesel

Though gamers are hard to find in Dillon, Montana, David Howery keeps up with the AD&D® game as best he can. A native of that state, David is currently taking classes in computer science at Western Montana College. A jungle-based module of his design is scheduled for a future issue of DUNGEON™ Adventures.

Falcon's Peak is an AD&D® game adventure for 5-8 characters of 1st-3rd level. The party should include a thief and at least one experienced cleric; a ranger would also be of help. The use of stealth and silvered or magical weapons is advised.

Adventure Background

The grim fortress known as Falcon's Peak has brooded over its mountain pass for almost a century. It was built by a brigand chief who called himself Lord Falcon, notorious for his lightning-fast raids, crafty kidnapings, and utter savagery in dealing with captives. Rumors were told of Falcon's wealth and of a terrible monster trapped in a hidden pit somewhere beneath the fort. Falcon supposedly fed captives to the monster as sacrifices to his evil god.

Eventually, the baronies bordering the pass were forced to mount an assault on Falcon's Peak. After two days of battle, the soldiers overwhelmed the disorganized brigands — but no trace was found of Falcon, his family, or his plunder. The few surviving brigands said that Falcon and his family hid their treasure and committed suicide by drinking poison. Their bodies were entombed in hidden catacombs by faithful servants, who did not return. None of the surviving brigands knew where the treasure or the bodies were hidden. A cave beneath the fortress was found and searched, but it was small and led nowhere.

Falcon's Peak is said to have been abandoned and untouched for over 90 years. The only ones to enter the fort were unsuccessful treasure hunters; some never came out again. Most of the common people believe that Falcon's Peak is haunted by the ghosts of the slain brigands, and none dare enter the old fort. As of yet, Falcon's treasure has not been found. It is still somewhere in Falcon's Peak, waiting to be claimed by anyone who has the courage and luck to find it.

The player characters have been at-

tracted by rumors of the lost wealth, made ever more spicy by its association with the infamous outlaw chief. Falcon's Peak may be placed in any temperate area with low mountains in the Dungeon Master's campaign. There are several small villages near Falcon's Peak in which adventuring characters are able to buy provisions, mounts, and normal equipment. Weapons and armor must be purchased in larger towns elsewhere.

The journey to Falcon's Peak from the nearest village takes two days. There is a 1 in 6 chance each day that the party is attacked by a group of nine brigands on foot (AC 7; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; AL LE/NE/CE) and their leader (AC 7; MV 12"; F2; hp 11; #AT 1; Dmg by weapon type; S 15, I 14; AL NE). Each brigand has a short sword, a short bow, a dozen arrows, leather armor, and 1-6 sp; the leader also has 10 gp. All carry small shields, which must be dropped or slung to use the bows. These brigands are the usual riffraff one sees in small gangs of this kind — dirty, crude, and vicious.

These brigands are part of the group currently occupying Falcon's Peak (see below). If captured, they will not confess to this except under extreme pressure, if *ESP* is used, or if bribes of over 100 gp each are offered. In the latter case, the bribed brigands will lie about the fortress's defenses and will ask to be freed (so they can return to the fort at once). Because they all fear Millard's powers (see below), none of the brigands will reveal anything useful about the fort or its men.

The leader of this force, Stankis, is a youthful but promising brigand who hopes to become Millard's lieutenant in the future (see "Concluding the Quest" below). Stankis is eager, proud, and somewhat self-important, but he is dedicated and not subject to bribery or threats. He wears a pointed black beard and greatly enjoys the attention of women; he has no compunctions about killing men and does so without a thought.

See the notes under "The Fortress" for information on approaching Falcon's Peak.

For the Dungeon Master

Falcon's Peak has been occupied by a new force of brigands. As they are still fairly weak, they have been careful not to raid too close to Falcon's Peak, so as to not draw attention to the place. Unfortunately, the fort's reputation is enough to draw adventurers and treasure seekers to it anyway.

The brigands are led by a magic-user named Millard. He allied his brigands with a small clan of hobgoblins and recently moved the whole force to Falcon's Peak. Millard and Sharnig, the hobgoblin chief, oversaw repair of the damaged walls and turned the fort into a formidable retreat. As of yet, Millard has not discovered the catacombs under the fortress (see below), but he suspects that they are there. The hobgoblins have been prevented from discovering the catacombs by the ghouls in areas 4, 5, and 6; Millard plans to explore the area further whenever he can find an evil cleric to help him out.

Falcon's Peak sits on top of a small rocky hill, with the main gate facing north. The characters can approach the fort from any side. However, the sentries on the roof (area 13) can see clearly over the north, south, and east slopes; anyone climbing up those sides will be spotted at once. At night, lanterns are placed all around the fort, so characters within 30' of the walls will be seen. It will be very difficult for the party to enter the fort through the main gate, in the face of over two dozen hostile brigands. An easier way to enter is to go through the hobgoblin caves on the west slope and up through the catacombs. The west side of the hill is steep, and the sentries on the roof cannot see down its slope — but they assume the hobgoblins will handle any problems on that side.

The Hobgoblin Caves

The entrance to the hobgoblin caves is set in the middle of the slope. The hobgoblins have cleared a 100-yard area in front of the caves to set up a field of fire. If the party tries to bypass the caves, there is a 90% chance that the hobgoblin lookouts will see them, night or day. An open fight has a 40% chance per round of drawing the attention of the sentries on the roof (area 13).

1. Cave Mouth. The entrance is 20' high at the mouth and slopes back to 6' high at the entrance to area 2. The cave itself is old and dry, with few stalactites and other projections.

The hobgoblins have moved five boulders to the edge of the cave mouth. Three hobgoblins are sitting on top of the boulders, bows in hands, to serve as sentries. Five more are resting or sleeping on the ground behind them. If they sight the party, the hobgoblin sentries shout to warn the others and fire their arrows. The other five fire from behind the boulders, which give them AC 4 from missile fire (50% cover). When the characters close to melee, the hobgoblins draw their scimitars and heft their shields, roaring challenges and curses (eight hobgoblins: AC 8/7; MV 9"; HD 1+1; hp 6; #AT 1; Dmg by weapon type; each has a short bow, 12 arrows, a scimitar, leather armor, large shield, two daggers, 1-6 sp; AL LE).

2. Noncombatants. Ten female and five young hobgoblins reside in this cave. The females fight only if attacked themselves or if the young are threatened. Otherwise, all cower off to one side of the cave and run away when the party passes (10 female hobgoblins: AC 10; MV 9"; HD 1; hp 2-7; #AT 1; Dmg by weapon type; AL LE). The females are armed with an assortment of knives and small clubs (1-4 hp damage), but have no treasure. The young hobgoblins have no effective attacks (AC 10; MV 9"; HD ½; hp 1-4; AL LE).

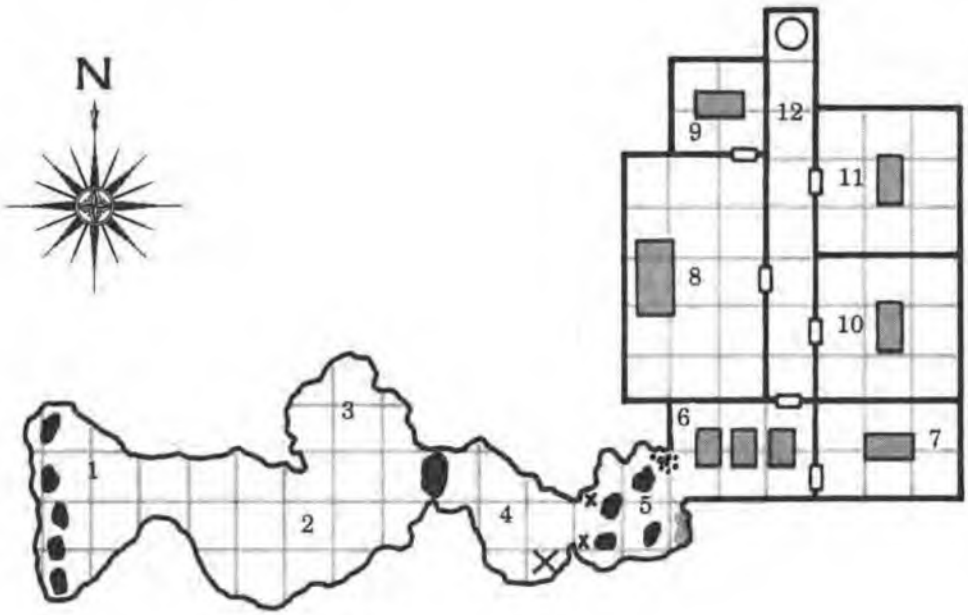
3. Chief's Room. Sharnig, the hobgoblin chief, lives here. If the sentries give an alarm, Sharnig grabs his weapons and comes out to the ledge to fight when melee has begun. He won't expose himself to missile fire if possible (Sharnig: AC 5; MV 9"; (fights as) HD 3; hp 16; #AT 1; Dmg by weapon type; S 18). Sharnig has a battle axe, a suit of chain mail armor, and 16 gp. He and his group are the only survivors of a much larger tribe (the Skull Breakers) that was destroyed by plague a year ago.

A large chest sits at the back of this area. Inside it are 240 gp, 700 sp, eight silver-tipped arrows, old clothing, and a worthless collection of bones. The chest is locked, and Sharnig carries the key in his belt pouch.

4. Blockade. The entrance to this area is blocked by a large boulder which requires a combined strength of 40 to move. The hobgoblins put it there after three of their clan were killed by ghouls in area 5; Millard kept the ghouls back using various magical attacks.

This area has a 20'-high, vaulted

THE CAVES AND CATACOMBS



ceiling. Three small piercers hang among the stalactites over the area marked with a large X. Characters who enter that area will be attacked (three piercers: AC 3; MV 1"; HD 1; hp 2-7; #AT 1; Dmg 1-6; SA 95% surprise).

The entrance to area 5 is actually 15' off the ground, forming a sheer drop into area 4. The characters will have to find some way to climb the wall to reach the entrance.

The Catacombs

The interior walls on this level are made from mortared stone and are 2' thick. The doors are made from iron-reinforced wood and require a normal *open doors* strength roll to open, unless otherwise stated.

5. Undead Lair. A pair of ghouls live in this cave. If alerted by light and noise from area 4, they move to either side of the entrance and wait in the darkness, at the spots marked with a small X. When someone climbs into their cave from area 4 below, the ghouls spring out at some awkward moment when return attacks are impossible — such as when the character has half of his body up in the cave. They surprise on a 1-4 on a d6. The characters on the ground below are able to hear but not see what is happening (two ghouls: AC 6; MV 9"; HD 2; hp 10, 13; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation, victims become ghouls; SD immune to *sleep, charm, fear*; AL CE)

The cave slopes from 8' high at the entrance to only 2' high at the back. If the ghouls are losing the fight, they retreat to the rear and crawl around among the maze of boulders. Characters who crawl after them cannot use missile weapons, blunt weapons, or any stabbing weapon longer than a short sword. The ghouls are practiced at this and have no penalties in combat; everyone else — save for halflings, gnomes, and dwarves — has a -2 to hit.

The ghouls have a nest at the rear of the cave. It is a trash heap of torn black silk and chewed bones. Searching the nest uncovers 43 cp, 120 sp, 41 gp, three gold medallions with scythes engraved on them (150 gp each), a jeweled unholy symbol shaped like a scythe (1,500 gp), and a silver dagger (300 gp).

There is also a small pile of rocks at the rear of area 5. Underneath them is a flat iron box with a broken lock. In the box is a 1'-long brass rod with a *continual light* spell on one end, making it useful as a magical torch.

6. Family Vault. This room and the rest of the catacombs are not natural features, but are carved into the hill's bedrock. They all have ceilings about 15' high.

Three low stone slabs are here. Lord Falcon's wife and two sons were laid to rest on them long ago. The ghouls broke into the room years ago and looted the place, entering through the caverns and digging through the loose rock until area 6 was reached. (A ghoul's sense of smell never leads it astray when hunting for corpses to eat.) However, the ghouls accidentally locked the door leading into the corridor, thus restricting them to rooms 6 and 7 only. The door to the corridor must either have its lock picked or must be broken down using a *bend bars/lift gates* strength roll.

7. Priest's Vault. The walls of this room are covered with lurid paintings of demons, carrying scythes and throwing screaming victims into a dark pit. Another empty stone slab rests here. Lord Falcon's evil priest was interned in here long ago. Unfortunately for him, the ghouls found his remains, and the cleric's bones are now mingled with others in the ghouls' nest. Nothing useful remains here.

8. Evil Temple. Against the far wall of this unholy room is a 5'-tall bronze idol standing on a slab of black stone. The idol is a skeletal figure wearing a cloak and carrying a scythe: the Grim Reaper, Lord Falcon's neutral-evil patron god. The idol radiates magical *horror* throughout the room. Anyone entering the room who has 1 HD/level or less must save vs. will-force spells or immediately be rooted to the spot in terror, unable to move or defend himself without magical aid or being led away by friends.

There are six guardians here: five normal human zombies and a huge ogre monster zombie. All carry scythes. The normal zombies attack characters who are moving (five zombies: AC 8; MV 6"; HD 2; hp 5-10; #AT 1; Dmg 1-8; SD not affected by *sleep, charm, hold, death magic, cold*; strike last in a round; holy

water does 2-8 hp damage; AL N). The monster zombie strikes at those paralyzed by *horror*, gaining a +4 to hit them (monster zombie: AC 6; MV 9"; HD 6; hp 30; #AT 1; Dmg 4-16; SD not affected by *sleep, charm, hold, death magic, cold*; blunt weapons do half damage; strike last in melee; holy water does 2-8 hp damage). If no one is paralyzed, the monster zombie joins the general melee. None of these zombies can be turned by a cleric, due to the strong presence of the Reaper statue's evil aura.

The monster zombie has a small, silver pendant (worth 50 gp) shaped like a scythe around its neck. This is the key to Falcon's treasure, hidden in room 23 in the fort.

9. Falcon's Vault. The door to this room is made of solid brass and has three separate locks. Each lock has a poison needle trap (save vs. poison at +2 or fall comatose for 2-8 hours).

The walls of this room have paintings of a tall, grim man in black armor sitting on a throne, with thousands of people kneeling at his feet in homage. There is a low, black stone slab in the center of the room, on top of which is a skeleton in black plate mail. The skeleton holds a scroll in one hand and a silver bastard sword in the other. Words engraved on the side of the stone announce: *Lord of Falcon's Peak.* These are the remains of Lord Falcon himself.

The scroll is cursed. Anyone who reads it must save vs. spells at -2 or be turned into a scum creeper. If this happens, a *magic mouth* on Falcon's skull shouts, "The curse of Falcon on you all!" In any event, the scroll rerolls itself and moves back into the skeletal hand. It may be used two times before becoming nonmagical.

The bastard sword has a blade made of a mithral, silver, and steel alloy, with beautiful silver-inlaid scrollwork. If the party finds the means, the sword can be enchanted up to +4 power. Otherwise, it can be sold for 4,000 gp, due to the fine craftsmanship, the special blade, and the jeweled hilt.

10. Captain's Vault. The walls of this room are painted with scenes of warfare and violence. A tall man in black armor is portrayed leading armies against twisted, evil-looking men. Falcon's captain is entombed in here, and the paintings are glorified views of the man's raids on peasant towns.

A tall skeleton lies on a stone slab herein. The skeleton wears black chain mail, has a *large shield +1* on one arm, a normal long sword in the other hand, and an unrolled scroll lying on his chest. The scroll had powers similar to the scroll in area 9, but its magical curse was used all at once on a group of tomb-robbers (see below). It is now blank.

Scum creepers crawl around on the ceiling, feeding on the mold that grows there. Four of them are actually thieves who penetrated to this room and unluckily read the cursed scroll. When the party enters this room, the seven real creepers attack by dropping onto the characters (seven scum creepers: AC 8; MV 3"; HD 1; hp 2-8; #AT 1; Dmg 1 hp/round after first round; SA 5% chance of blinding victim; rock salt does 2 hp damage/round for 1-4 rounds).

Meanwhile, the four thief/creepers crawl onto the floor and write "WE ARE HUMAN" into the dust in one corner, using their cilia. They then frantically wave their cilia in an attempt to draw the party's attention to the words. If attacked, they fight back, preferring to die than to live as scum creepers (four thief/creepers: T3/T4/T4/T5; hp 15/16/17/20; AL N; otherwise the same as the other scum creepers). The thieves, if rescued, describe how they drew the ghouls out from the caves using animal carcasses, then crept into the catacombs. They pulled the doors behind them to prevent the ghouls from attacking if they returned early. The thieves know nothing about the brigands in the fort; they have been magically transformed for the last twelve years. The referee should create the statistics for these thieves as desired, selecting any appropriate races, sexes, etc. None of them have magical possessions. Though not ungrateful, these thieves might consider robbing the party and escaping if the party appears rich, weak, and foolish.

11. Mistress's Vault. There is one stone slab herein, but no paintings cover the wall. On the floor is a skeleton with one hand wrapped around a dagger buried in its chest. On the slab is a woman's skeleton wearing a long, black silk dress.

The man's skeleton is that of Falcon's most trusted servant. The servant entombed everyone in the catacombs, including Falcon's mistress, the other skeleton in the tomb. After bolting the fortress's trap door which leads into the catacombs (area 16), the servant lay down and killed himself.

The treasure here is all on the woman's skeleton. It wears a gold ring set with amethyst chips (200 gp) and a braided gold chain (100 gp).

12. Corridor and ladder. The corridor is dusty, and footprints on the southern end are revealed (from the four thieves now *polymorphed* in area 10). The north end has a series of iron rungs set into the back wall. The rungs go up into a tunnel through the ceiling, climbing straight up 100' to the trap door in area 16 of Falcon's Peak. The rungs are not corroded and are safe to use.

The Fortress

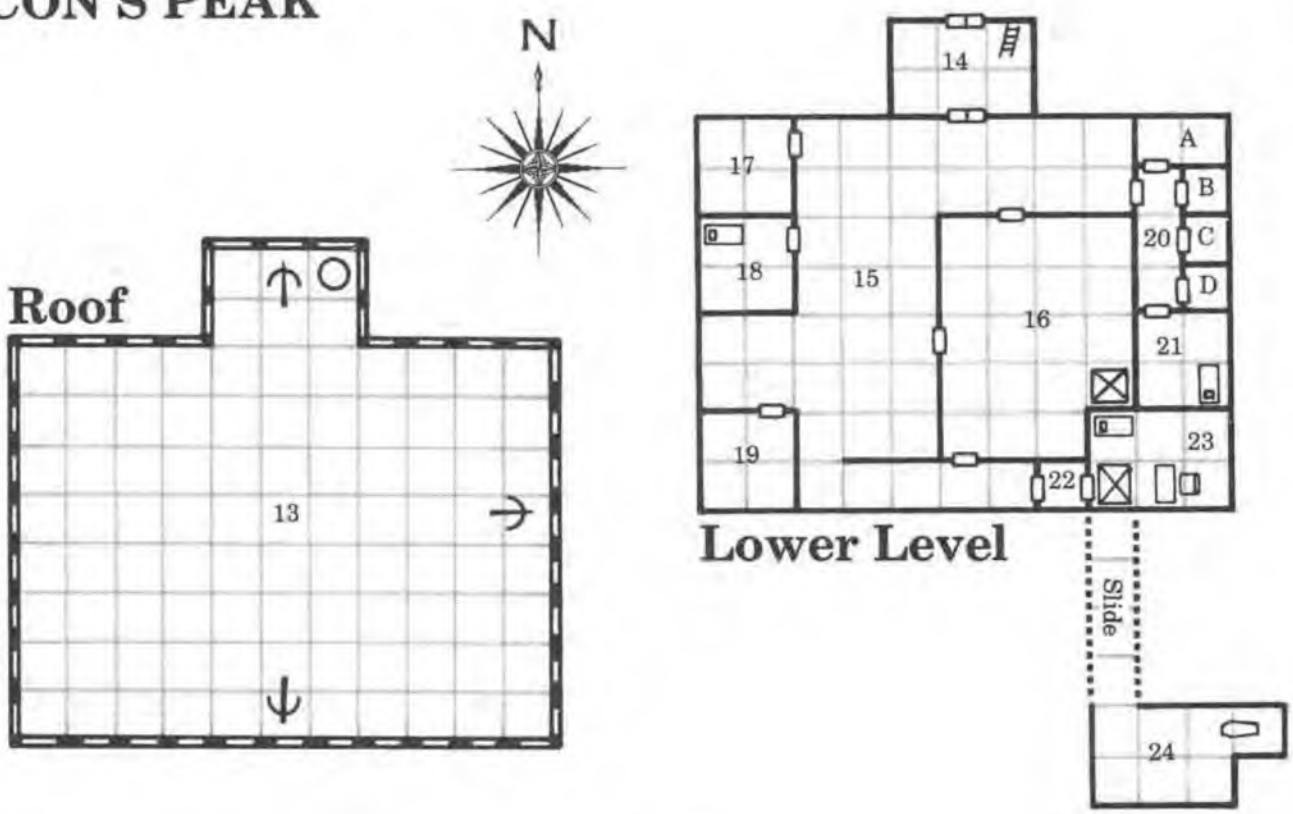
Though small, Falcon's Peak is solidly built. A dirt road, unused now save by the brigands themselves, leads up to the fortress and on into the mountains from a major trade highway (though the latter part is much overgrown now). The characters might use the road as they approach, but doing so increases the chances they will be spotted to 95%.

A small corral and barn lie 200' down the road from Falcon's Peak. Twelve light riding horses are kept here, none of them especially valuable. The brigands sometimes use the horses on their raids, but more often they use them for hauling supplies from neighboring towns that know nothing of the brigands' true nature. Two brigands stay here at all hours (two brigands: AC 8; MV 12"; zero level; hp 4 and 5; #AT 1; Dmg by weapon type; each has leather armor, a spear, a short sword, and 4 sp; AL NE). The horses have standard statistics as per the *Monster Manual*. If attacked, both brigands flee to the fortress and raise an alarm.

13. Roof. The roof is simply one large open area with a battlement running around the edge. There are eight brigands on guard here, watching to the north, south, and east. As noted before, they cannot see down the west slope. If they see intruders, one man goes down the ladder to warn the fort, while the other seven fire arrows and ballistas. The battlement gives the brigands AC 4 against fire from the ground.

There are three ballistas set on the

FALCON'S PEAK



north, south, and east walls. A ballista fires as a zero-level fighter and hits for 2-12 hp damage. The ballista only has to hit an AC of 10, regardless of what the target's real armor class is. The minimum crew for each machine is two, and the maximum range is 32" (eight brigands: AC 7/6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a short bow, 20 arrows, short sword, studded-leather armor, shield, 1-6 sp; AL LE/NE/CE).

A fight at the hobgoblin caves may attract the attention of these guards; see "The Hobgoblin Caves."

14. Entryway. This is the entrance to the fort. Three brigands guard the main gate. They are very alert and can hear shouts for help from the roof (area 13) or the barracks (area 15). The ladder in the corner goes up to the roof (three brigands: AC 6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a falchion, short bow, 12 arrows in quiver, studded leather armor, small shield, and 1-6 sp; AL LE/NE/CE).

15. Barracks. This large room serves as a barracks for the brigands. At the moment, there are 11 brigands scattered around the room (not counting the guards at the door to area 17; see below). Melee in this room alerts all adjacent areas. The brigands are armed with a variety of weapons; two have scimitars, two have falchions, four have spears, and three have short swords (11 brigands: AC 6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has studded leather armor, small shield, and 1-3 sp).

16. Storage Room. The trap door leading down into the corridor of the catacombs (area 12) is in the southeast corner. The trap door is bolted on the bottom side and fits perfectly flush with the floor. There is only a 5% chance for a person to notice it. The brigands would probably have done so, except they placed two boxes right on top of it soon after moving in. If the party comes up by ladder from the catacombs to the trap door, the leader must make an *open doors* strength roll to move the boxes aside.

The store room is filled with bags of grain, water kegs, ale kegs, 200 extra arrows, 19 falchions, 14 small shields, and other minor miscellaneous survival and adventuring equipment. The total value of this gear does not exceed 1,000 gp, and it is very cumbersome to move.

17. Millard's Treasury. The door to this room is locked. Inside are three large, locked chests. Four brigands are on guard outside here (AC 5; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a battle axe, chain mail, and 1-8 sp; AL LE/NE/CE).

The first chest has 4,000 cp and 850 sp. The second has 4,175 sp and 226 gp, but there is also a cobra inside which strikes at anyone opening the chest (AC 6; MV 15"; HD 2+1; hp 11; #AT 1; Dmg 1; SA poison (save or die in 2-8 turns). The third chest has 100 pp, four rubies (100 gp each), and a string of pearls worth 2,000 gp. The third chest is also trapped with sleep gas which pours out from a bottle uncorked when the lid rises (save vs. breath weapon or fall asleep for 2-8 turns). The gas billows out into a 20' cloud around the chest.

18. Brigand Captain's Room. There is a soft bed, a footlocker, and a map of the surrounding countryside in this room.

Inside the footlocker are several old clothes, a pair of boots, an old dagger, and a pouch with 4 pp and 11 gp. A *potion of ESP* is hidden in a secret container in the bottom of the locker. Wayco, the brigand captain, is taking a nap in this room when the characters arrive, unless an alarm is raised. If surprised, he is not wearing his armor (Wayco: AC 3 or 8; MV 6" or 12"; F5; 30 hp; #AT 1 or 3/2; Dmg by weapon type; S 17, I 8, W 11, D 15, C 14, Ch 11; splinted mail (with cloth undercoat), large shield, *long sword +1*, dagger, footlocker key; specialization with long sword (+2 to hit/+4 damage total); AL LE).

19. Slaves' Quarters. The slaves of the brigands are kept in here. There are eleven women and seven men chained to the walls, all of them abused, dirty, and malnourished. The jailor (area 21) has the keys (27 slaves: AC 10; MV 12"; zero level; 1-6 hp; #AT 0 (unarmed); AL varied).

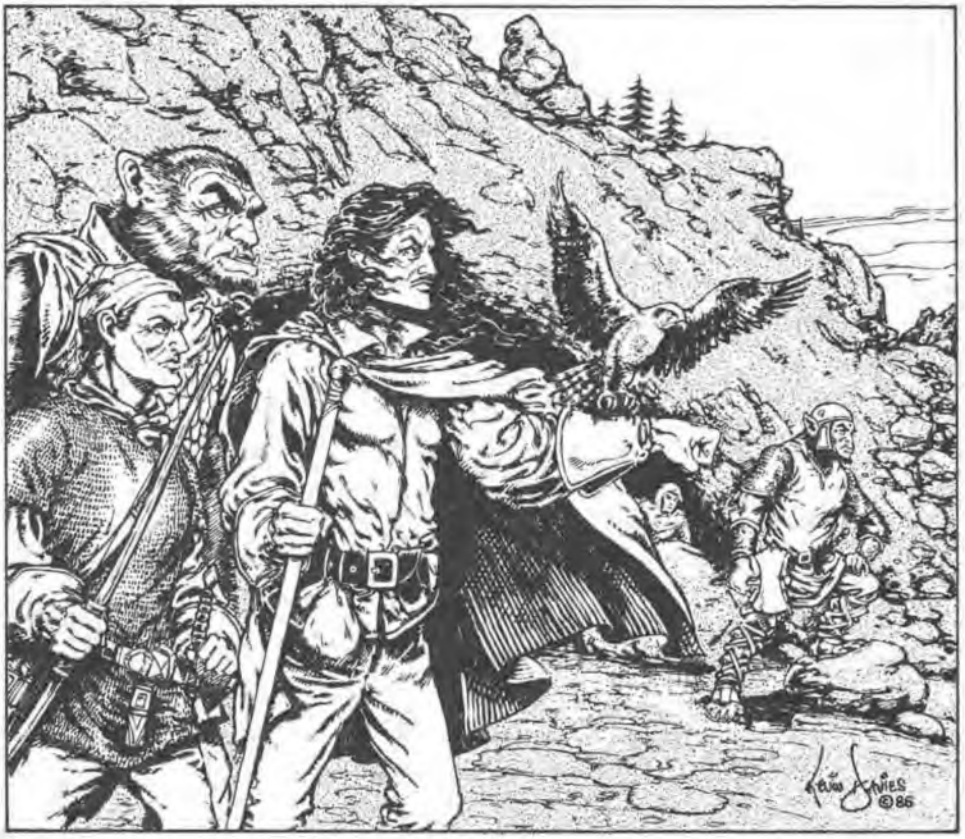
20. Captives' Room. This is the prison for ransomed captives.

Cell A: A noble elf from a far land is here, and he is very angry at being locked up. If released, he will gladly help the party for the rest of the adventure, although he will not do foolish "cannon-fodder" acts (AC 10; MV 12"; F1/MU1; 7 hp; #AT 1; Dmg by weapon type; S 16, I 16, W 14, D 13, C 15, Ch 14; can use long bow, long sword, dagger, short sword; AL CG).

Cell B: Four men are in here. They are minor officials from a nearby town. There is a 100 gp reward for returning them safely home (AC 10; MV 12"; zero level; 3 hp; #AT 0 (unarmed); AL LN).

Cell C: One woman is in here, the daughter of a wealthy spice merchant of a nearby town. There is a 500 gp reward for returning her safely home (AC 10; MV 12"; zero level; hp 2; #AT 0 (unarmed); AL N).

Cell D: A ragged gnome is held herein. This fellow is highly chaotic evil. He appears grateful if rescued, but will murder any who delay his escape from Falcon's Peak at the first opportunity. He reluctantly claims to be a thief — but is actually an assassin (AC 5; MV 6"; A5; hp 21; #AT 1; Dmg by weapon type; S 15, I 13, W 13, D 18, C 16, Ch 13; can use daggers and short swords; AL CE). The brigands are trying to figure out who to contact regarding the gnome's ransom.



21. Jailor's Room. There is a rough bed and a footlocker in this room. The keys to the cells (area 20) and the slaves' chains (area 19) are hanging on his belt. The jailor hears any voices in the jail and investigates one round later. If pressed, he yells for help, alerting all adjacent rooms (jailor: AC 6; MV 9"; F3; hp 18; #AT 1 or 3/2; Dmg by weapon type; S 15, I 7, W 11, D 14, C 16, Ch 10; AL NE; studded leather armor, small shield, scimitar, dagger, 12 gp; specialization with scimitar (+1 to hit/+2 on damage)).

22. The Mascot. A dire wolf is tied to the back wall with a frayed rope. It can reach the doors, but not outside the room. The wolf growls and whines if either door is opened, alerting Millard in room 23. If the party stands back and tries to kill the wolf with missiles, the wolf lunges against the rope with a cumulative 10% chance per round to break it (dire wolf: AC 6; MV 18"; HD 3+3; hp 18; #AT 1; Dmg 2-8).

23. Millard's Room. The brigand leader is quartered in this room. If alerted by the wolf in area 22, he sets the pit trap and crouches behind the desk, ready to use his wand. The desk adds 7 to his armor class against missile fire (75% cover) (Millard: AC 6; MV 12"; MU5; hp 21; #AT 1; Dmg by weapon type; S 11, I 17, W 14, D 16, C 16, Ch 15; quarter staff, *ring of protection +2, wand of magic missiles* (14 charges), 30 gp, 10 pp, keys to treasury (area 17) in desk drawer; spells: *magic missile* (×2), *shield, shocking grasp, web, mirror image, hold person;* AL LE).

The trap door in front of the door is triggered when 250 lbs. or more is placed on it. Thus, if characters run into the room one at a time (and aren't wearing heavy armor), the trap will probably not be triggered. Any character falling through the trap hits a greased ramp which takes him down to room 24.

Millard's room is comfortably furnished, with a large feather bed off to the left of the door. The desk is a large, oaken affair and is quite old. Millard's spell book is locked in the center drawer. The book contains Millard's memorized spells, plus *read magic, push, write, detect good,* and *magic mouth.* There is a chest in the far left corner, containing clothing, 150 gp in a

pouch, and a scroll (with a *levitate* spell).

Beside the desk is a bird stand with a falcon on it. The bird attacks if Millard gives the command. Each successful attack by the falcon has a 25% chance of blinding unprotected eyes (falcon: AC 5; MV 1"/36"; HD 1-1; hp 4; #AT 3; Dmg 1/1/1; SA blinding, diving; SD never surprised visually).

In the southeast corner is a small engraved symbol of a scythe cut into the floor. The symbol has a blue chalk circle drawn around it; Millard found the engraving and marked it, but doesn't know what it is. If the silver scythe symbol from the monster zombie in room 8 is pressed into the engraving (it fits perfectly), a 5' × 5' section of the floor around the engraving disappears, revealing a sunken cache with Lord Falcon's treasure. The cache holds 1,360 gp, 189 pp, three opals (500 gp each), a jeweled circlet (2,000 gp), a *dagger +1*, three potions (*extra healing, animal control,* and *fire resistance*), a ruby-studded signet ring (300 gp), a *small shield +1,* and a *ring of water walking.*

There is a lever set in the floor beneath the desk. It can be set to open or close the trap door, or to set the trap.

24. The Wight Stuff. Anyone unfortunate enough to fall into this room finds it impossible to climb back up the greased slide without help from above. This room is about 30' underground. Characters must spend one round picking themselves and their things up off the floor.

The coffin in the alcove across the room is the resting place of the Monster of Falcon's Peak — a wight. It immediately jumps out of its coffin and rushes across the room to attack victims. Sharnig's arrows (area 3), the dagger from the ghouls' nest (area 5), and the bastard sword from Falcon's tomb (area 9) will hurt the wight (AC 5; MV 12"; 4 + 3 HD; hp 20; #AT 1; Dmg 1-4; SA energy drain, victims become wights; SD silver or magical weapons needed to hit, immune to *sleep, charm, hold, cold, paralysis,* poison; *raise dead* destroys it; holy water does 2-8 hp damage).

The floor of the room is covered with the bones of old sacrificial victims and unfortunate adventurers captured by the new band of brigands. Among the mess are 46 gp, 50 sp, 180 cp, four suits of leather armor, two suits of chain mail, six large shields, four small shields, three long swords, two falchions (one is magical, +1), a scroll tube with two cleric scrolls (*detect evil, cure light wounds*), two vials of holy water, a short bow, a quiver with 20 arrows (two are +1, three are silver-tipped), and two short swords.

Concluding the Quest

Not all of the brigands are at the fort now. If the characters are in the fort for more than three days, the following brigands return in a large group on the third day at noon:

Nine brigands and their leader, Stankis, described at the start of this module (if not encountered before now);

Five hobgoblins back from hunting (AC 8; MV 9"; 1+1 HD; #AT 1 or 2; Dmg by weapon type; each with short bow, 12 arrows, scimitar, leather armor, and 1-6 sp); and,

Human brigand captain (AC 4; MV 9", F3, hp 19, #AT 1 or 3/2; Dmg by weapon type; S 15, I 11, W 12, D 10, C 14, Ch 12; AL NE; long sword, dagger, 14 gp; specialization with long sword (+1 to hit/+2 damage)). The captain has been scouting out the wilderness for signs of monsters or potential victims. The captain's name is Kervis, and Stankis is his younger brother. Kervis is less pleasant than his brother, and enjoys torture and destruction for its own sake.

To claim any rewards offered for captives (as noted in room 20), the characters must bring the captives back to their villages alive and well. If any of the characters have enough experience points and money to advance a level, they must go to a larger town afterwards, as none of the villages in the area of Falcon's Peak have the resources for training characters.

BLOOD ON THE SNOW

BY THOMAS M. KANE

A deadly hunt deep in the Arctic wastes

Artwork by Paul Jaquays
Cartography by Diesel

Thomas Kane is a familiar name to readers of DRAGON® Magazine, as he has written a number of articles for the AD&D® and TOP SECRET® games. A student at the University of Maine in Farmington, as well as the president of the university's Table Gaming Club, Thomas has a number of other modules and articles in the works here — with no end of them in sight.

This AD&D® game module is designed for 3-7 characters of 3rd-7th level. Fighters, barbarians, and rangers would be extremely helpful. Devices useful as protection against cold weather, either magical or not, are equally helpful. Secondary skills of hunter, forester, trapper, trader, and furrier might prove helpful if the Dungeon Master grants certain game bonuses for using these skills to player characters (PCs). Divination-type spells would be useful to spellcasters.

This adventure requires characters to take the roles of undercover agents — observers who allow events to unfold around them in order to solve a mystery. A timeline of events is provided, though the DM must be prepared to improvise if the actions of the characters change the situation or the sequence of events.

Adventure Background

In the arctic north, late winter is terrible. The sea pounds the icy coasts, and bitter storms whip the landscape. This season also brings great riches to the frozen lands, for this is the breeding season for fur seals, which swim ashore to mate and bear their young. These animals have marvelous hides, highly prized by the wealthy nations farther south. Traders' guilds often maintain small mercantile towns in the wastes, providing bases from which men hunt the seals and gain the precious fur.

One particularly rich hunting ground is known as the Pohjolan Field, a peninsular glacier named after a mythical nation of evil. The local mercantile town of Winterwolf is small but well-established — however, after years of surviving the cold, the local hunters may now be driven off by marauding bandits. In the early days of the hunt, the traders operating from Winterwolf encountered a warlike tribe, the Nahkrok, which fought them fiercely. Finally, an agreement was reached with

the tribesmen. The guild agreed to hire certain Nahkrok tribal leaders as guides, and the hunting parties would hunt seals only where permitted and would obey tribal customs. In return, the tribe would cease attacking the traders, and would provide tribesmen to help them with dogsleds and other devices of the north. The agreement was profitable for each — until the bandits came. Now, it is nearly impossible to bring fur from the ice. The marauders seem to understand all the plans of the hunters; they wait for the hunters to make a kill, then strike when they are unprepared to fight.

Aceus, Winterwolf's merchant guildmaster, believes that one of the local hunters is a traitor, but cannot determine who the traitor is. From stories reported by Ali, the tribal guide, Aceus fears that it may be Kanadius, his guard captain. The player characters have been contacted by Aceus's merchant house, which wishes to hire them as hunters to replace those killed on a recent expedition. The PCs receive an equal share of the money obtained when the furs they gather are sold — but the PCs' real purpose is to discover the spy, if one exists. As the PCs travel with the hunting party, they are told to ask questions, snoop, and learn who has been aiding the bandits. That person must be reported when the expedition ends. Then, a valuable *detect lie* spell scroll will be used by a local cleric in order to test the suspect. If the PCs caught the turncoat, they receive 500 gp each, over and above any other payment.

The PCs have one month to prepare for the expedition. In this time, they should learn the use of skis, make minor explorations of the ice field, purchase equipment, explore the town, establish contacts, and gain needed information.

For the Dungeon Master

In this adventure, the party will spend much of its time traveling with a band of hunters. Rather than exploring on their own, the PCs should generally follow the lead of the nonplayer characters (NPCs). For this reason, a timetable is provided which shows the major events of each day. This is not to say that the module determines the course of the adventure; the PCs do not observe an event merely because the timetable describes it. To be successful, characters must spy, ask questions, sneak away, and be at least as active as when acting independently of a group. Give them every opportunity to do this, using the schedule as a guide only. Add atmosphere to the adventure with minor encounters and events, giving players time to develop plans. No day should be wasted!

One of the most enjoyable parts of refereeing is role-playing NPCs; in this adventure, this is particularly important. DMs must read descriptions of the hunters until they feel familiar with each of them. As events transpire, a DM must plan the actions of various NPCs, whose reactions to and plots against the PCs make up a large part of this adventure. Hints for playing characters are given in the timeline, along with some plots should the guide recognize his enemies, but only so many events can be foreseen. The rest must be developed by the DM using his own refereeing skills. The timeline is only a guide, and the way that the PCs interact with the hunters can drastically affect planned events. If characters explore the ice on their own, note that two areas marked on the map on page 20 (the dragon's cave and the selkie lair at E) contain fixed encounters described in the event timeline.

As far as what is actually happening in this scenario, the following applies. The natives (see the description) have never resigned themselves to the presence of the voracious traders. They consider the seals to belong to them alone, and fear that travelers from the south are corrupting their way of life. For this reason, the natives have allied themselves with bandits in the area. The "guides" who lead the hunters away from tribal lands have been assigned to cooperate with the brigands in stealing furs and making travel dangerous. This antihunter activity occurs despite any alignment differences between Nahkrok tribesmen and the bandits they support. The tribesmen are of all alignments, but none of the bandits are good in nature.

Arctic Survival

DMs may make use of the *Wilderness Survival Guide* in deciding the effects of cold weather on the PCs and NPCs. However, a variant system for cold effects is given here.

On the glacier and in the hills, the temperature ranges from −30°F to +12°F (roll 2d20 and subtract 28). In the lower areas, such as the forest, marsh, and city, roll 3d2 − 28 for a result of −25°F to +32°F. Check the temperature once each day. Wind speed (in MPH) may be determined by rolling 2d20. Use the table below to compute the effective temperature.

Wind speed	Degrees to subtract
2-5	5°
6-10	14°
11-15	19°
16-20	23°
21-25	28°
26-30	30°
31-35	32°
36-40	34°

Thus, if the air temperature were −30°F and the wind speed 20 MPH, the effective temperature is −53°F. Heavy clothing reduces the wind chill to one quarter (thus a wind speed of 40 MPH could be treated as 10 MPH). When the wind speed is greater than 30 MPH, vision is reduced to 40′ and movement is halved, due to wind-blown snow.

During darkness, lower the temperature 10° on cloudy nights and 20° on clear ones. A roll of 1 or 2 on d6 indicates cloudy weather. On a roll of 1, snowfall occurs. This limits vision to 80′ and slows movement by one half. At night, snow diffuses artificial light, restricting vision to half normal.

Unprotected characters receive 1 hp damage per hour, per 10° below 40°F. For every degree below −30°F, 1 hp damage per turn is taken, as described under the spell *endure cold/heat (Unearthed Arcana*, page 33). For warmly dressed characters, use the table below.

Effective temperature	Damage per hour
over 10°F	0
10°F to 0°F	1
−1°F to −10°F	1-2
−11°F to −20°F	1-3
−21°F to −30°F	1-4*
−31°F to −40°F	2-5
−41°F to −50°F	3-6
−51°F to −60°F	4-7
−61°F and below	5-10

* At this temperature and below, things become brittle. Hard, inanimate objects (such as potion bottles, oil flasks, etc.) are penalized by two on saving throws

vs. normal or crushing blows. Potions, poisons, and other liquids freeze at these temperatures. When thawed, each must save vs. frost in order to retain any previous properties.

Double damage is suffered by inactive characters in the open. Should cold damage exceed one fourth of a victim's hit points, 1-4 minor extremities (such as fingers, toes, etc.) are lost, but only if such were left uncovered to the elements. This permanently lowers the victim's dexterity by 1-4 points. When damage exceeds half of a victim's total, a limb is lost, but only if such was uncovered or poorly clothed. Characters wearing extremely heavy clothing (DM's judgment) may reduce damage by 2 hp. A bonfire negates cold damage in a 3' radius for each 100 gp weight of wood added to it. A fire of this size may be maintained for about an hour before more fuel must be added. Snow igloos may be erected in one hour if one knows how; a PC may be taught how, with one hour of help from a knowledgeable NPC. If a character has somehow learned the method of building a shelter, but has not received training, building a shelter requires three hours. Shelters prevent any wind chill and double the effect of a fire. Cold damage is recovered at a rate of 1 hp per turn (10 rounds) of exposure to warmth, such as a fire or warm weather.

On the Pohjolan Field glacier, a character may see roughly one mile. Tall hills and other high objects may be seen as far away as 50 miles. On sunny days, the glare reduces vision to half normal. Blackening the cheeks and eyelids with soot restores normal vision. Snowblindness occurs after 1-8 hours of daylight on the ice, resulting in pain and blindness for 1-6 days. This may be prevented by the use of a slitted visor (such as that on a great helm). Making a suitable visor (out of wood or cloth) requires one hour.

The icy terrain may be considered "very rugged" for purposes of movement (see page 58, *Dungeon Masters Guide*). On skis (costing 10 gp for a set), it may be crossed at normal rates. Snowshoes (3 gp) allow terrain to be crossed as if it were merely rugged. However, characters wearing skis or snowshoes are penalized −2 on initiative rolls. On skis, weapons shorter than 5' are penalized −1 on "to hit" rolls, due to the intervening length of the footwear. It requires 1-4 weeks of practice and instruction by a knowledgeable character to become proficient with cross-country skis. Until this time has passed, movement is at half the normal rate, and no missile weapons or weapons shorter than 5' may be used. Nahkrok mushers (described in "The Hunting Party") may teach PCs to do this, for a fee.

Dogsleds are the most efficient way to carry burdens on the ice. As a rule, sled dogs are fierce and difficult to control. Unskilled characters who disturb sled dogs have a 30% chance of being attacked. Only a trained NPC may drive a dog team with any success (the PCs may hire mushers in this adventure). A sled travels at 45 miles per day, or 22 miles per day in rough/very rough terrain. The sled may carry no more than 25 lbs. (250 gp) per dog. Usually, 5-15 dogs pull one sled, which can also haul characters. A sled rents for 30 gp per trip, and the dogs rent for 25 gp each. Each dog requires 5 lbs. of meat each day. In this adventure, the dogs are fed seal blubber; food need not be carried for them (sled dogs: AC 7; MV 12"; HD 2+2; #AT 1; Dmg 2-8 (bite); AL N).

Arctic Encounters

When PCs are exploring the ice by themselves, check for encounters in the morning, evening, and at midnight. A roll of 1 on d10 indicates an encounter. The "arctic, rough" table in the FIEND FOLIO® Tome or *DMG* may be used with these exceptions. Frost giants and remorhaz are not found on the Pohjolan Field. Treat frost giant encounters as selkies; remorhaz encounters become tribesmen encounters (see below). If a constrictor snake is indicated, treat the encounter as a white deadly pudding. Herd animal encounters are with caribou on the ice; near the ocean, these encounters are with seals.

Unless otherwise noted, seal encounters are with fur seals 40% of the time (AC 8; MV 6"; HD 1, no attacks, 20-50 encountered; AL N); pelts are worth 5 gp, and the pelts of infant seals (pups) are worth 7 gp each. During the breeding season, when the adventure takes place, one pup may be found for every two adult seals. Other breeds of seal are encountered 40% of the time (AC 8; MV 6"; HD 2, one male with 1-20 females, males bite for 1-4 hp damage; AL N), and walrus are met 20% of the time (HD 4-5, bite for 2-12 hp damage, 1-2 encountered). Each walrus tusk is worth 1-8 gp.

Once seals are spotted, hunters move in on them immediately and attack using blunt weapons; clubs are favored, as edged weapons damage seal hides. During each round of attack, 1-6 seals escape through holes which they have made in the ice. It takes three rounds to skin and scrape a seal after the kill. A pelt has an average encumbrance of 15 gp (5 gp for infant seal furs). If two extra rounds are spent separating edible blubber from the carcass, the blubber may be used to feed dogs and even hunters. Seals each have 10d20 lbs. of blubber; a dog can eat 5 lbs. each day, a human character 4 lbs.

With large numbers of fur seals being hunted, attacking may slow down game play. When numerous seals are being attacked, the following system may be used to resolve the hunt. Assume that each hunting character can kill one seal per five rounds, during which time 5-30 seals escape. Thus, if 16 hunters attacked 20 seals, 16 of the seals would be slain in five minutes; the rest are assumed to have escaped.

If Nahkrok tribesmen are encountered, 2-20 barbarians and fighters of levels 1-4 (of nonlawful alignments), 1-10 clerics of levels 1-4 (of generally good and neutral gods), and 1-4 lawful-evil monks (levels 1-6) who worship Loviatar, the Finnish deity of pain (*Legends & Lore*, page 55) will be present — a sealing party, in actuality. The good-aligned tribal members (who worship good-aligned Finnish deities) get along reasonably well with the evil ones, due to their mutual hope that offerings to Loviatar lessen the severe weather of the Pohjolan Field. Due to Nahkrok custom, no tribesman shows his bare skin to the PCs. Nahkrok tribesmen attack any hunters (including PCs) who are not with Ali or Cyronain.

Winterwolf

The small town of Winterwolf can be the source of many adventures for the PCs, and much information useful in the adventure can be gained here. During each summer month, 1-2 caravans of merchants come, bringing leather, food, weapons, and other goods. Due to the town's small population, any unusual question or action that PCs take has a 30% chance of becoming general knowledge. Fur trade is regulated by

the guild, and (due to a custom picked up from the tribesmen) fur must be perfumed before being traded, as a fee to the spirit of the seals.

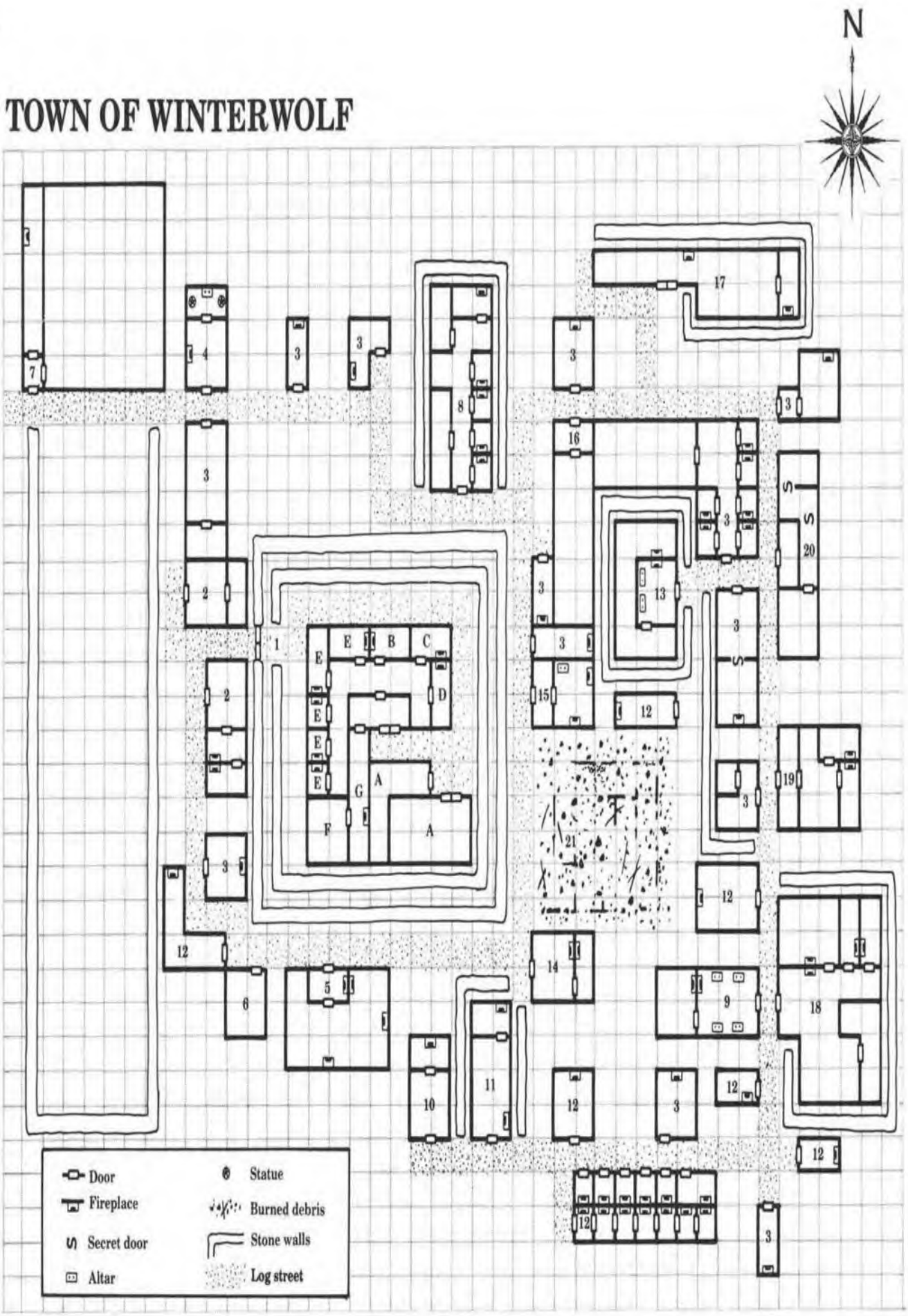
During thaws, the ground becomes quite muddy and expands. Because of this, buildings are placed on large heaps of boulders or wooden stilts. Richer or more important buildings are surrounded by 10′-high stone walls, the inner sides of which are lined with firewood and other supplies. Walls provide protection from both from wind and marauders. Less well-built houses usually store wood and food between the ground and floor as insulation. Streets in the town are paved with stone, over which are logs lashed together. Off the street, movement is halved because of mud in the summer and deep snow at other times of year. Within the town, characters move at dungeon movement rates. Because of the cold, most people stay indoors and are not encountered by chance.

Winterwolf's current problems have deep roots. When the town was established, the Finnish deities (known here as the Kalevalan gods) and certain Norse gods were extremely popular, especially Ilmatar, the goddess of motherhood (*Legends & Lore*, page 53). However, many woodcutters tolerated — and even paid homage to — Loki, due to an old tale about a human infant that Thrym had desired to devour. Loki had tricked Thrym out of eating the child when no other god could save the babe. The more intelligent citizens of the town did not believe the story, but even the good-aligned ones were content to have Loki worshiped, as long as human sacrifice was not performed. But, as the town grew, actual clerics of Loki came to the town, and with them came clerics of other evil deities. A thieves' guild was established in Loki's temple, and the town became more violent. At this time the bandit raids began, and the town's population began to decline.

Ali, the tribal guide for the merchant's guild, is responsible for much of the trouble. Long disenchanted with the way the seal hunters treated the tribesmen, he decided to ruin the fur trade, and so joined the thieves' guild. Using a stolen *ring of invisibility* to spy on Sandara, the High Priestess of Ilmatar, he discovered that she was developing a plan with Aceus to close Loki's temple on the grounds that it was a haven for the bandits. Getting word of this, the worshipers of Loki hired Surm, a local assassin, to slay Aceus. On the same night that Aceus would be slain, the bandits would also loot the temple of Ilmatar and set it on fire, both to draw the guards away from the guild stockade and to terrorize Sandara. The night's actions would be blamed on drunken woodcutters.

When the temple of Ilmatar was invaded, there was a noisy battle between the thieves and clerics. Hearing the fight, the townspeople armed themselves, believing that bandits were raiding the town. Several groups of citizens attacked one another, not recognizing their neighbors in the confusion. The temple of Ilmatar was set afire, but a local witch's familiar (see building 19) detected Surm and led Hunten, the guild paymaster, to Surm's hiding place. Hunten spotted the poison on Surm's weapon and correctly guessed that an assassination was planned, but Surm escaped in the confusion. A full-scale riot was soon in progress. The worshipers of evil gods used the opportunity to pillage the other citizens.

TOWN OF WINTERWOLF



Several townspeople were slain on both sides, some inadvertently. The guild guards began patrolling the town's streets, warning of brutal punishment for any found outdoors. No action was taken against any rioters, nor was Loki's temple shut, for fear of future unrest. Many of the rioters and the fearful-but-peaceful sorts fled town in the following days. Aceus ordered the guild troops to prevent the exodus, but contradictory orders given by Kanadius and Ali allowed the fugitives time to escape. The sealing expedition which followed this riot was raided more severely than any before, prompting Aceus to hire the PCs. The townspeople, fearful of future riots, are quick to unite against troublemakers.

The DM should note how long it took the PCs to be contacted and arrive in Winterwolf, thus establishing how far into the past the riot was. The subject of the night's fighting is a very touchy one for most townspeople, regardless of other factors.

Winterwolf Encounter Key

NPC note: Many of the NPCs in this adventure possess similar statistics. Unless otherwise noted, each NPC can make only one attack per round, and each does damage as per the weapon type used. Only exceptional statistics are given for each NPC; assume that unlisted statistics have a value of 11. Unless met outdoors, all NPCs have AC 10 (though dexterity bonuses may lower this figure) and move at 12". For outdoor use, each NPC has a suit of fur clothing which serves as protection from the cold, including mittens, head and face protection, and boots (AC 8, MV 9"). Also, unless noted, all NPCs are long-time residents of the Pohjolan Field, and they are quite familiar with the effects of the weather and the basic nature of the local terrain and wildlife.

1. Guild Stockade. This is the central fortalice to the town. It is surrounded by boulder walls, and most buildings are built to its east and south as protection from the wind. Five 2nd-level fighters, with light crossbows, broad swords, medium shields, and banded armor defend the gate (AC 3; MV 6"; hp 11-16; AL variable). Due to the recent riot and suspected assassination attempt, the guards are extremely alert (surprised 1 in 6 times). The huge pine doors are reinforced with iron, cut with three arrow slits, and may be barred with a huge beam.

A. Warehouses. These each contain 5,000 gp in fur, as well as other guild supplies which the DM may invent.

B. Guildmaster's Office. Aceus, the guildmaster, does business here. He is the one who hired the PCs. He is balding and friendly, but concerned with guild business to the exclusion of nearly everything else.

Aceus: F3; hp 13; I 17, Ch 18; AL NG.

C. Guard Captain's Office. Kanadius (see "The Hunting Party") does business in this room.

D. Paymaster's Office. A sprinkler for anointing furs with perfume, worth 3 gp, sits on the desk. Fur is traded and guild employees receive money here. Hunten, the paymaster, can call Kanadius and the five guards from area G at will. If there is a fight, the rest of the inhabitants of the stockade arrive in 10 rounds. Hunten wears chain mail and keeps a halberd propped against the wall in case of disputes. The chest is locked and trapped with a poisoned needle (save vs. poison or die). In the chest lie the guild's finances: 200 pp, 5,000 gp, and one clerical scroll of *detect lie*. In a drawer under the table are 100 sp and 500 cp. Hunten also serves the town as moneychanger and banker, and the drawer holds receipts allotting money to the other guild members and various other people.

Hunten: AC 3; MV 6"; F3; hp 24; S 18/90, D 16, C 15; AL LN.

E. Bedrooms. Ali and Cyronain (see "The Hunting Party") each have a 40% chance of being in this area. At night, Aceus, Hunten, and Kanadius are also here.

F. Kitchen/Dining Room and Storeroom. The usual food and cooking supplies may be found here.

G. Barracks. Five 2nd-level fighters with all of the characteristics of those found on guard duty at the fortalice are resting in this messy room (AC 10; MV 12"; other statistics as before).

2. Deserted Warehouses. These buildings are not currently in use, as the fur trade has come on hard times.

3. Deserted Building. These buildings' owners fled in the exodus after the riot.

4. Temple of Thrym. This was a secret church to the god of the frost giants. However, its cleric and last serious patron, Hamlen, was killed in the riot.

5. Warehouse. The guild stores leather, food, and other supplies here. All doors are locked, and two guards are left here at all times (statistics identical to those on guard at area 1).

6. Furrier. Although all sales of fur are overseen by the guild, warm clothing may be purchased here. Tamara, the furrier's wife, has a baby daughter which can often be heard crying. About 100 gp worth of furs may be found here, and 3 gp are on the table. Alaric, the furrier, secretly worships Loki and makes visits to his temple. If bribed, he reveals that Cyronain and Ali are seen there, but he then warns Ali and Cyronain that the PCs are inquiring about them. His wife and apprentice support the Kalevalan gods, and he pretends to do so when they are nearby. Alaric buys infant seal furs from Herot, Danbury, and Winegard (see "The Hunting Party") against guild regulations. For this reason, he is reluctant to discuss furs with the PCs.

Alaric: zero level; hp 3; I 16, D 18; AL CE.

Tamara (Alaric's wife): zero level; hp 4; C 16; AL NG.

Jorge (apprentice): zero level; hp 2; S 16, D 16; AL LG.

7. Charnel House. This is where bodies are stored until summer, when the ground thaws and burial becomes possible. The building is made of stone, and the entrance is locked and barred to keep undead which arise trapped within (none are present). In the living quarters are Jorimir, the undertaker, and his apprentice, Esher. Both proclaim Ukko as their deity, but after years of working with the dead, they have begun to follow Hel. They know that Cyronain has killed several locals. About 200 cp are scattered around their living quarters.

Jorimir: zero level; hp 3; S 15, C 16, Ch 5; AL N.

Esher: zero level; hp 4; D 16; AL CN.

8. Groaning Griffon Inn. This is a fairly clean place, with good food and beer. Patrons are charged 1 gp per night for the common room, 10 per night in a private room. For an extra copper piece,

they are given a greasy stick to lure bedbugs from the sheets. The burly innkeeper is a member of the thieves' guild, and he reports rich characters to the temple of Loki. These PCS are then subject to thieving attempts by Vingart (see building 13). The innkeeper has 500 gp in a safe and wears a 10-gp ring. Silas, Arlan, Danbury, and Herot stay here (see "The Hunting Party").

Tobus: zero level; hp 5; S 18, D 15, C 16; AL N.

9. Temple of the Kalevalan Gods. The front of this area is devoted to altars, with two donation boxes which contain 10-40 sp each. Icons of each good Finnish deity line the altar room. The fireplace has a screen allowing wax powders to be sifted into the flame, to color it. The four canons who sponsor and defend the temple are named Ptolomey, Castina, Phalia, and Josef; they worship Ukko, Ahto, Mielikki, and Ahto, respectively. All have maces and wear chain mail. Five *candles of invocation* are in an ornate silver box (worth 10 gp) in the temple.

The high priestess of Ilmatar, Sandara, is here as well. She has a *mace +1* and *bracers of defense, AC 2*. Additionally, she wears a *phylactery of long years* that no one knows about. Ilmatar's temple was recently burned down by followers of Loki during the riot, and the four other clerics of Ilmatar were slain. Caldessa (see "The Hunting Party") is also here, preparing for the sealing expedition.

Ptolomey: AC 5; MV 9"; C6; hp 31; W 16, C 15; AL LG.

Castino: AC 5; MV 9"; C6; hp 33; S 16, I 17, W 17, C 15; AL NG.

Phalia: AC 4; MV 9"; C6; hp 32; W 14, D 15; AL NG.

Josef: AC 5; MV 9"; C6; hp 27; S 16, W 15; AL NG.

Sandara: AC 2; MV 9"; C10; hp 59; I 16, W 18, D 17, C 15, Ch 17; AL LG.

10. Kennel. Dogs and sleds may be rented here for the prices listed in the section on arctic survival. A buried saddle bag holds 50 gp. Boldo, the kennelmaster, often supplies sealing expeditions and talks avidly about hunting, but has no useful information.

Boldo: zero level; hp 3; C 15; AL NG.

11. Smithy. Any desired metal item (within reason) can be purchased here. A box in the smith's bedroom, under the floor, holds 250 gp. Siegmund, the smith, made a sword which could be disguised as a mace, and a spear shaft with a "funny screw-on head" for a man called Surm, who lived at building #20 but suddenly vanished. He relates this information to a customer who spends more than 5 gp. Siegmund is not quite aware of the significance of Surm's instruments, though he is suspicious.

Siegmund: F2; hp 15; S 18/60, D 15, C 17; AL N.

12. Woodcutters' Hovels. Each of these buildings has 1-6 zero-level humans within, each with 1-4 sp and woodworking equipment. One woodcutter in six is a worshiper of Loki; others support Kalevalan deities. These people make lumber during the summer and sell it to southbound caravans. They also cut firewood for the richer dwellers of the Pohjolan Field.

Woodcutters: zero level; hp 3-6; AL variable; all own axes (equal to battle and hand axes) and saws.

13. Temple of Loki (Thieves' Guild). Services for Loki are held in the front room of this temple. The two clerics present wear padded armor with maces concealed beneath. Vingart, the thief representing the guild, wears leather armor and bears a short sword. The other members of the guild and temple left town after the riot in which they set fire to the temple of Ilmatar. A locked chest hidden under the altar holds 579 gp, as well as 30 gp worth of stolen furs. The clerics and thief work with the bandits. There is a 10% chance of encountering Cyronain (see "The Hunting Party") here. If asked about Cyronain or Ali, these NPCs feign ignorance and claim that the two have visited, but only while searching for "Kanadia-somebody" on guild business.

Salia (Cleric of Loki): AC 5; MV 9"; C8; hp 39; S 16, W 18, D 17; AL CE.

Johnter (Cleric of Loki): AC 5; MV 9"; C4; hp 18; S 18, W 16, D 16, C 15; AL CE.

Vingart (Thief): AC 4; MV 12"; T10; hp 48; S 16, I 15, D 18, C 15; AL CE.

14. Expedition Outfitter. Characters may purchase most of the items listed in the *Players Handbook* here, but for four times the usual rate. Food costs eight times the normal price. The outfitter's coffer holds 133 gp.

If asked about the other hunters, Thorin the outfitter comments that Herot has made many unusual purchases here. He says this in a dark and angry voice, casting suspicion on the character. The outfitter hates Herot due to Herot's ill-mannered remarks concerning the local Nahkrok. If asked about the ice and given 20 gp, the outfitter warns characters of rumors about a white dragon (see day 8 on the event timeline). Chinlin, the outfitter's wife, descends from the tribe and does not reveal her bare skin to the PCs, due to tribal custom. There is a 10% chance that Ali is here to talk with Thorin on tribal topics.

Thorin: zero level; hp 5; AL N.

Chinlin: zero level; hp 4; I 15; AL NG.

15. Temple of Hel. The services of the Norse goddess of death are held in this building. Sallas, the cleric of Hel, wears plate mail and displays her mace openly. Hel has few devoted worshipers in the town, although Jorimir and Esher (see building 7) have made several visits.

Sallas: AC 3; MV 6"; C5; hp 31; W 17, C 15, Ch 17; AL NE.

16. Warehouse. The merchants' guild maintains this storage building. Food may be bought here at double the normal rate. Mikhail, the owner, worships Loki, and has several idols of this deity in his apartment. He has only 10 gp. Mikhail is interested in cooking, and food purchased here is exceptionally good.

Mikhail: zero level; hp 4; I 15, D 15; AL CE.

17. Expedition Starting Point. The guild has set up this area for starting expeditions across the ice. Edhall, the worker, helps harness dogs, tie down baggage, and otherwise assist (as well as sell equipment). He has a 30% chance of having any item listed in the *Players Handbook* and sells his goods for double the normal rates. Dogs and sleds are available for the rates given in the section on "Arctic Survival." Edhall has 130 gp in a money pouch on his belt. Edhall was a hunter before the bandits made it too dangerous. If contacted by characters prior to the departure date, he warns the PCs to be careful before they kill a seal, as he has seen selkies on the ice. The tribal mushers (see below) live here, but stay inconspicuous unless hired by a PC.

Edhall: F2; hp 11; AL NG.

18. The Lost Inn. This is a fairly dirty building. The charge is 3 sp per night, or 1 gp for a private room. The owner has 250 gp. Winegard, Jeffe, and Mithrim stay here (see "The Hunting Party"). The innkeeper has a young son who is often seen playing with dice in the dining room.

Roberus (innkeeper): zero level; hp 3; Ch 16; AL LG.

Barbra (innkeep's wife): zero level; hp 2; AL LN.

Eowine (child): zero level; hp 2; AL NG.

19. Basia's Residence. Basia is a female magic-user (the local "witch") who serves the town as a sage, scribe, wizard, and alchemist. She has 300 gp worth of alchemical equipment and inlaid symbols. She enjoys appearing mysterious and using information gleaned by her familiar to startle and embarrass visitors. However, she is quite kind and never goes back on a bargain. In an herb chest, buried under smelly weeds, are 1,000 gp and her spell books. Basia has two students: Horner, a zero-level apprentice, and Jan, her favorite, a zero-level initiate. Basia's familiar, a black cat named Hammerclaw, often spies for her. Because of this, she knows that Cyronain and Ali have visited the temple of Loki (see building 13) and the expedition outfitter (see building 14) quite often. She also describes Surm's sudden departure (see building 20).

Basia: MU12; hp 29; I 18, W 16, Ch 15; AL CG.

Horner: zero level; hp 3; I 17, C 16; AL N.

Jan: zero level;I 16, W 15, D 18; AL NG.

20. Assassin's Home. These are the abandoned quarters of Surm, an assassin. He was planning to slay Aceus the guildmaster during the chaos that followed when clerics of Loki set fire to the temple of Ilmatar. However, he was accosted by Hunten (see building 1) who saw poison on Surm's short sword. He escaped from the stockade and quickly left town. He is now traveling with the bandits and is calling himself "Sturmick" (see day 6 on the event timeline). A covered pit trap at his door is set, and a character stepping on it falls 10' for 1-6 hp damage.

21. Ruins. This was once the temple of Ilmatar, which was gutted by fire during the recent riot. Nothing useful survived the fire.

The Hunting Party

Particularly important NPCs who are going on the hunting expedition with the PCs are listed here. Read the note on NPC statistics given in the Winterwolf encounter key; abbreviated statistics are given for some characters here.

Ali: AC 5; MV 9"; F8; hp 58; S 17, I 18, D 17; AL N.

Ali is the guide assigned to the hunters by the tribesmen. He has a leather *shield +1* covered with painted runes and wears a *ring of invisibility* on his left hand; the ring can only be used once per day for 7-12 turns. A tall, imposing man, Ali is always seen masked and swathed in fur. If questioned about this, he merely replies "it is the way" (as his tribe warns that a person who exposes his skin to strangers endangers his soul). Ali is the traitor responsible for the bandit raids, though he feels justified in his actions as he considers himself and the Nahkrok to be at war with the merchants and hunters. He has managed to draws suspicion toward the captain of the guards, Kanadius.

If the PCs perform any action during the expedition, there is a 45% chance that Ali, Cyronain, or Jeffe (see below) observe or overhear them, unless precautions are taken. The DM may give the PCs some hint of the presence of Cyronain or Jeffe, but Ali must be invisible. Never make it apparent that the PCs are being spied upon, unless they are using *ESP* or have some other similar way of knowing. Even then, the information gained should be limited. Ali carries a purse containing 20 sp, and concealed in his sleeping furs are 100 gp. He is crafty and ruthless, defending tribal interests and his own. If all else fails, he may subject characters to a tribal execution by abandoning them on the ice. Other hunters do not usually interfere with Ali's work, as they fear him.

Cyronain: AC 7; MV 18"; A3/M4; hp 22; S 18, I 18, W 16, D 17, C 16; AL LE.

Cyronain, a member of the Nahkrok tribe, was training as an assassin under the auspices of the bandits. After surviving a terrible storm, he decided to become a monk in the cult of Loviatar. He prefers to enter combat as a monk, with an open-hand attack, but is not averse to back-stabbing or poisoning strong opponents. Masquerading as a tribal hunting savant, he spies on members of the expedition and, when necessary, eliminates them. His build is stocky, even fat. Due to custom, he is reluctant to show bare skin. When dealing with others, he is terse and insulting. In his sled is a sack of 150 gp, along with three vials of type B ingestive poison and two of type A insinuative poison (*DMG*, page 20). The tip of his spear may be removed to function as a *dagger of venom* (he got this weapon from Surm). He also owns a pair of onyx dice which magically roll any number that he desires. He reports all he hears to Ali.

Note that Cyronain can speak with animals and is partially immune to *ESP* attempts because of his training as a monk. His other talents as an assassin and a monk should be carefully considered in play.

Kanadius: AC 4; MV 9"; F4; hp 34; S 18/95, D 15, C 16, Ch 6; AL LN.

Kanadius is the guildmaster's Captain of the Expedition. He is responsible for maintaining discipline among the hunters and does so ruthlessly. For this reason, he is unpopular. Due to this, Ali and Cyronain blame the troubles of the party on him. Physically, he is of medium build, has sandy hair and piercing blue eyes. In his backpack are 200 gp. He wears *gauntlets of ogre power*, and his long sword is covered with (nonmagical) golden runes, which make it worth 100 gp. Chain mail and a large shield make up his usual armor, over which he wears furs. (Few wear armor in the snow because of its encumbrance and the need to move quickly to escape predators.) If approached concerning the bandit raids, he becomes angry and suggests that the PCs, being newcomers, should be less inquisitive.

Arlan: AC 8; MV 9"; MU3; hp 8; I 17, D 15; AL NG.

Arlan is a magic-user hired to help repulse bandit attacks. He has little interest in sealing, but is pleased with the opportunity to study the arctic area and to use his magic in order to defeat brigands. His memorized spells are *read magic, sleep,* and *web*. In Arlan's sled are his spell books and 60 gp. Arlan is

glad to talk to PCs, particularly if the subject is magic. He does not especially dislike Kanadius, but suggests that Herot, Danbury, and Winegard act suspiciously and are often seen apart from the group. Arlan is short and has a fair face and blond hair, appearing almost elven (his great-grandfather was an elven wizard).

Caldessa: AC 8; MV 9″; C3; hp 16; W 15, Ch 17; AL LG.

A cleric of Ilmatar, Caldessa was added to the hunting party as an afterthought, in case severe casualties should be sustained. She is not a hunter and has only a mace for weaponry. She is not pleased about going on the expedition as the killing repells her, but her high priestess assigned her the task due to the added prestige it would bring in the struggle with the cult of Loki (see building 9 in Winterwolf). Her usual spells are *cure light wounds* (×2), *light*, *resist cold*, *hold person*, and *slow poison*. She has no money but carries a holy symbol (a looped cross) worth 50 gp from its silver and inlaid gems.

Herot: AC 5; MV 9″; F3; hp 20; S 17, D 18; AL N.

Tall and dark, Herot is a hardened sealer. He kills seals almost to the point of sadism and is rarely satisfied with the take. The bandits frighten him considerably, and he carries a *bastard sword +1* and a steel shield for combat against them. Kanadius annoys him by refusing to hire a force of warriors for the hunters' protection. Herot is highly contemptuous of the Nahkrok and has earned their hatred. In his pack are 120 gp. For each 20 pelts taken, he pilfers 10 gp of infant seal fur (see day 2 on the event timeline).

Silas: AC 8; MV 9″; F2; hp 15; S 16, C 17, Ch 16; AL LG.

Silas is a young warrior, barely 20 years old. He has only recently joined the Trader's Guild. He is frightened of the bandits and feels oppressed by the cold weather. His sack contains only 10 gp.

Danbury: AC 7; MV 9″; F3; hp 20; S 18/91, I 16, D 15, C 17; AL N.

Somewhat adventurous, Danbury is blond and greedy. He likes to talk and can be a good negotiator when necessary. Arlan and he argue, since he considers magic wasteful in the sealing party. He bears a composite bow, 15 arrows, and broad sword. In his pack are 140 gp. He steals infant seal furs, 10 gp worth for each 20 seals (see day 2 on the event timeline).

Jeffe: AC 6; MV 9″; F3; hp 22; S 16, D 16, Ch 17; AL CE.

Jeffe is charming but quite malicious. He pilfers from the other members of the caravan when possible, and he understands the relationship between Ali and the bandits. Should he learn of the PCs' intent, he reports it to Ali. Cyronain gives him 20 gp per expedition, partly to keep Jeffe from revealing Ali and partly as payment for his spying. If offered more than this by the PCs, Jeffe willingly serves them (he always tries to maximize his profits). Jeffe accuses Kanadius of aiding the bandits if the subject is brought up. In his pack are 200 gp, along with a bottle of type A ingestive poison (*DMG*, page 20). He carries a battle axe with silver traceries, worth 30 gp.

Mithrim: AC 5; MV 9″; F3; hp 33; S 16, W 16, D 17, C 18; AL CG.

Mithrim is interested in profit, but he also admires the beauty of the arctic wilderness. He bears a halberd and light crossbow for protection against the brigands. He is very angry with Kanadius and feels that Kanadius takes more than his share of the furs captured. In his sled are 130 gp.

Winegard: AC 8; MV 9″;F4; hp 41; S 17, C 17, Ch 15; AL N.

A lusty, hearty man, Winegard enjoys sealing and the cold climate. He carries a broad sword and quarterstaff, and enjoys simulated combat. Although he claims to deplore the bandits, Winegard makes it quite clear that they do not disturb him — in fact, he enjoys fighting them. In his sack are 50 gp. He hides illicit infant seal furs in his bedding, taking 10 gp worth of illegal fur for every 20 pelts taken.

Each player character, like the other members of the hunting party, has heavy clothing, skis, a sled with 11 dogs (nine to pull the sled, two as reserve), food, water flasks, rope, a spear, club, ice saw, and normal equipment. Except for Silas, Arlan, and Caldessa, the NPC hunters have spent many years on the Pohjolan Field and are accomplished sled-drivers. The PCs need trained mushers, as described above.

In front of the group go Ali and Cyronain. Behind them come Kanadius and Arlan, then Caldessa and Herot. Following them are Silas and Danbury, then Jeffe and Mithrim. Winegard brings up the rear. The PCs are placed in pairs between Winegard and the rest of the hunters. Despite the tension between members, the hunting party acts as a group, bent on taking seals, and generally obeys Kanadius, Ali, or Cyronain. The deadly cold makes allies of all.

The NPC mushers are tribal members who serve Ali, if he requires them. The guild uses them to instruct new hunters in the proper use of skis, and to drive the sleds of those who do not have the needed expertise. The hiring PCs must pay 5 gp each expedition to his musher, or 5 gp per week for training in skiing. Each musher owns 2-5 sp and normal equipment, but nothing else (their furs count as padded armor). They do not reveal bare skin to characters. When not driving sleds, the mushers tend to cluster together, avoiding their employers. The mushers seem remote and even unfriendly, due to their minimum of speech and brief instructions or requests. They tolerate no abuse or delays in pay, doing only their job. If even one is subjected to maltreatment, the whole group of mushers is likely to attack the offender, using unarmed combat and whips. The mushers do not engage in sealing.

All of the mushers wear masks and heavy clothing equal to padded armor. Each of them is a 1st-level barbarian, well versed in arctic survival. Because the clothing they wear is fairly bulky, special dexterity bonuses are lost, and movement is restricted to 9″. No treasure is carried by any barbarian. Unless otherwise given, all of these mushers have strength and constitution scores of 15 each, and dexterity scores of 14.

Naganain (Silas's musher): AC 6; hp 9; D 16; AL N.

Namuk (Arlan's musher): AC 8; hp 10; W 16; AL CG.

Curcutalak (Caldessa's musher): AC 5; hp 11; I 16, D 17, Ch 16; AL CN.

Dalin: AC 8; hp 14; S 18/51, C 17; AL NE.

Hengest: AC 8; hp 7; I 17, Ch 16; AL N.

Higlac: AC 8; hp 13; S 17; AL CN.

Vironain: AC 7; hp 11; I 16, D 15, C 16; AL CE.

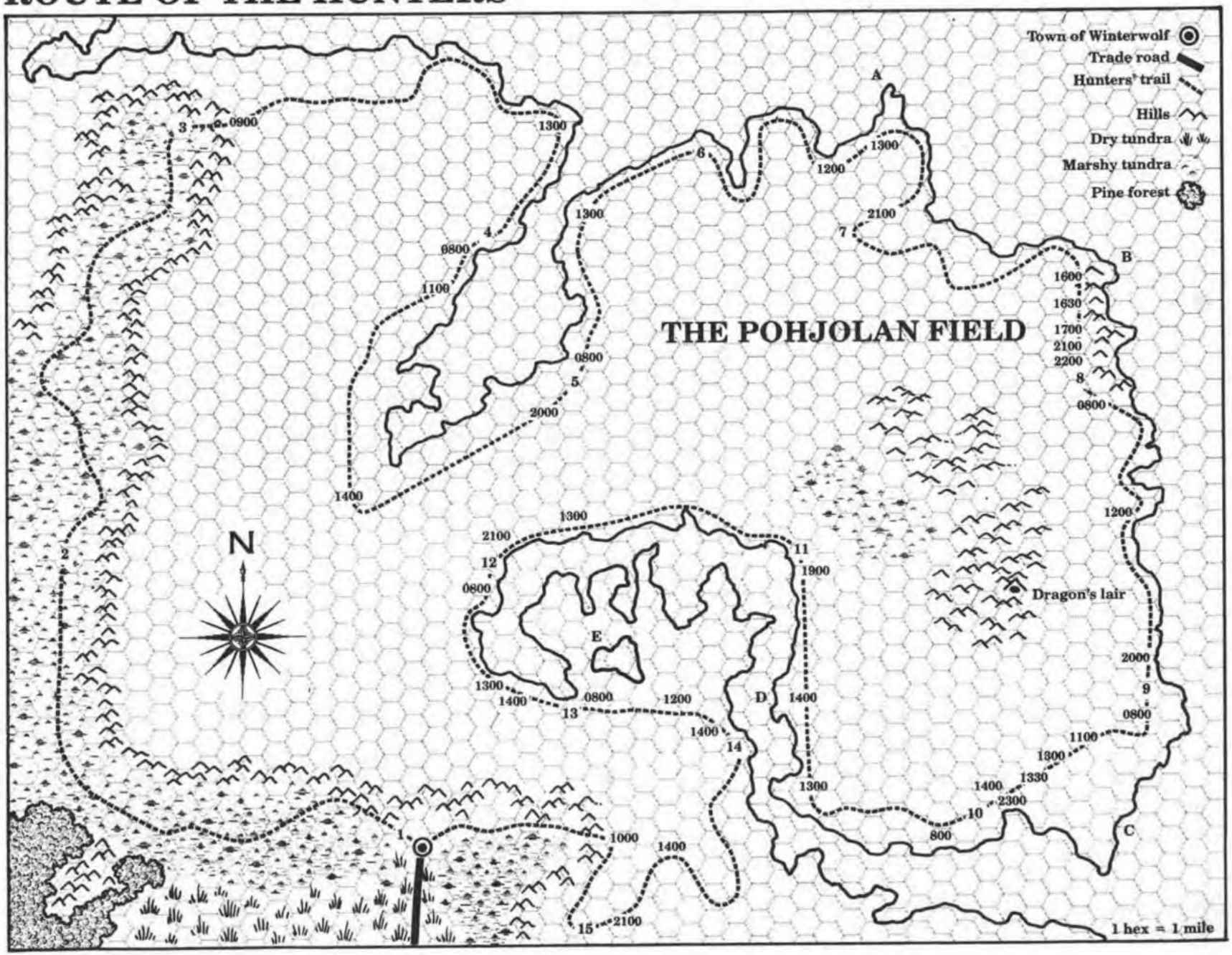
Raffel: AC 8; hp 8; AL CG.

Dalinain: AC 8; hp 7; S 16; AL N.

Edgetha: AC 4; hp 9; D 18; AL NE.

Kalin: AC 8; hp 9; Ch 16; AL N.

ROUTE OF THE HUNTERS



Event Timeline

This schedule describes the major events of the sealing expedition. Encounters, weather and hunting success are detailed here. Time is given on a 24-hour clock. Unless otherwise mentioned, the hunters begin a day's march at 07:00 and camp at 20:00. Due to the northerly latitude and season, the days are very short. The sun rises at 09:00 and sets at 16:30. Twilight sufficient for hunting seal exists for two hours after sunset and one hour before actual sunrise.

On the wilderness map, the beginning of each day's journey is plotted. Unless otherwise mentioned, when a seal encounter is described, it is with a group of fur seals. Remember that this event timeline could be radically altered by the actions of the player characters.

Day 1

It has been one month since the PCs arrived in the Pohjolan Field. Some of this time must be spent learning the rudiments of cross-country skiing and existence on the Pohjolan Field. However, some may want their characters to use much of this extra time to contact members of the hunting party, explore the town, and gather information.

12:00. The hunters assemble at the Expedition Beginning Point. The PCs should get brief descriptions of any NPCs that they have not yet contacted. The PCs are then assigned mushers and places in the marching order. Movement is difficult, as the trail Ali has chosen leads through marshes which have only partially frozen. Much complaining about Ali is made by the hunters. Were it not for his choice of direction, the ice could be entered almost immediately, and the fens avoided. Ali remains passive, but when the complaints become loud, he warns that the bandits are believed to watch the quicker path to the ice.

Day 2

22:00. Herot, Danbury, and Winegard leave the camp at night to discuss a plan Herot has. He wishes to hide the fur of infant seals and sell it for a high price to Alaric, the furrier (see building 6). Since this is contrary to guild laws, they do not discuss this with PCs. Cyronain hides in shadows and spies on this affair. He is able to blackmail any of the three into helping him, should the need come up. Should Cyronain notice PCs in the area, he and Ali spy on the PCs and using Jeffe to assist.

Day 3

09:00. One hour is spent raising the sleds and dogs to the glacier — a spectacular expanse of white land, sculpted by the wind into ripples and hills. Once on the ice, movement is much faster. The trail is marked by piles of small stones, with one trail marker about every mile (hex).

13:00. Fifty seals are pursued in the afternoon. Herot gathers together the furs of infant seals "to sort them out," but he is later seen concealing them by those who watch him closely.

Day 4

08:00. Winds of 40 MPH whip the glacier while the hunters move along. Worse yet, the snow-glare is intense. One hour must be spent fashioning eye protection.

11:00. Forty seals are encountered, but Ali forbids the killing of more than half. The trail veers away from the ocean, which Ali says is essential due to the icy wind. Jeffe complains (correctly) that the true reason the trail changes is to avoid prime sealing grounds, coveted by the Nahkrok. At the noon stop, Jeffe is led aside by Cyronain; those who listen hear mention of "special business." When Cyronain thinks the two are alone together, he uses an open-hand attack on Jeffe for 2 hp damage. Those who see Jeffe later notice a bruise on his forehead. He now fears Cyronain and claims that the bruise came from a bad fall on ice.

14:00. Kanadius sends Silas, Arlan, and Herot ahead to look for a sheltered campsite. If the PCs secretly follow (though they are ordered to stay with the main group), they and the three NPCs are attacked by a white deadly pudding at 15:30 (AC 8; MV 9"; HD 9; hp 44; #AT 1; Dmg 7-28; SA weapon or *lightning bolt* attacks create smaller puddings; SD immune to acid, cold, poison; doesn't harm metal; 50% likely to appear to be snow). The NPCs flee. If the PCs were involved in this episode, the section below (20:00) may be greatly altered.

20:00. The hunters meet the scouts at the campsite. Herot has huge welts and burns on his legs and feet (the white

deadly pudding left him with 2 hp out of 18). The scouts describe a "beast of creamy snow" which pursued them, devouring flesh. Silas was completely devoured by the monster, as strokes of his club split it into many smaller sections, each attacking him. Caldessa's spells bring Herot back to 17 hp. The hunters hold mourning services in the bitter cold. Silas's belongings are abandoned or "donated" to the guild, with Kanadius acting as its agent.

Snow huts are required in the cold. Jeffe asks to share one with PCs, and even offers to help them build it. This gives him the chance to snoop on them in hopes of regaining Ali's favor. If the PCs fall asleep without leaving a guard, he steals any small valuables and hides them in his sled.

Day 5

08:00. Despite the bitter (−20°F) temperature, the hunt goes on. Fifty seals are encountered in the morning.

13:00. Ali and Cyronain have a conference away from the group. Should a PC successfully listen in, the discussion is heard to be about a person named Sturmick, who is "late." Naturally, an attempt is made to kill any spying characters, either then or later. One hundred more seals are encountered in the afternoon.

Day 6

12:00. In the morning, 30 seals are discovered. Ali privately asks Kanadius to send Arlan, Jeffe, and Mithrim — and the PCs, if he suspects them of investigating the bandits — ahead four miles to scout and set up a camp. Kanadius agrees and gives the orders. The mission leads to the night's campsite (area 7 on the Pohjolan Field map). Those who continue to hunt encounter 50 more seals. Characters at the campsite miss the following event.

13:00. A longship, with a red sail and brightly painted shields along the sides, is sighted by those who continued to hunt (see above). The ship anchors at point A on the Pohjolan Field map, and figures begin to disembark from it. Some of the hunters start to worry about the sailors' intent. Ali and Cyronain go forward to confront the danger, climbing down one face of the glacier to the shoreline. Cyronain stops at the cliff's edge; if any characters have followed the two tribesmen, Cyronain attacks them, attempting to backstab.

Ali and Cyronain return 20 minutes later. With them are the ship's captain, his cleric, and the first and second mates. All are bearded, burly men, dressed in leather armor. The cleric bears a mace with a long handle; the others have swords. The four claim to be adventurers in the service of Thor, and wish to obtain permission to explore from Ali, whose position in his tribe is respected. The captain goes to confer with Ali away from the group.

The "adventurers" are actually the bandits, 14 of which remain on the ship during this episode (14 bandits: AC 7; MV 12"; F1; hp 7-10 each; #AT 1 or 2 (bows); Dmg by weapon type; statistics not exceptional; AL any but good; each has leather armor, winter clothing, medium shields, short spears, short bows, quivers with 20 arrows each, and two-handed battle axes; 1-100 sp each in purses). Below are the details for the bandit leaders.

Captain Horngard is a cruel, sly man who prefers to attack from behind. He does not particularly like Ali or Cyronain, but finds them very helpful in engineering raids on the sealers. He wears *leather armor +2* and carries a battle axe. On his ship, he has a wooden chest that holds 1,300 gp (Captain Horngard: AC 6; MV 12"; F7; hp 35; #AT 3/2; S 17, C 15, Ch 16; AL CE).

Sturmick masquerades as a cleric of Thor but actually is an assassin; he trained Cyronain in that art. His mace is fashioned as an iron ring on a central staff, rather than as a balled club. This weapon is actually a short sword, with the handle being a scabbard. Sturmick has a glass capsule of type B insinuative poison (see *DMG*, page 20) in this scabbard, which he may apply to the sword tip by pressing it downward before striking. In his pouch is 80 gp. See Winterwolf building 20 for more details (Sturmick: AC 4; MV 9"; A5; hp 24; S 16, I 15, D 17, C 15; AL NE).

Njal, the first mate, is an accomplished pickpocket and enjoys robbing the hunters he meets. In one of the several wine-flasks he bears is a *potion of climbing*. He carries 20 gp in a belt pouch (Njal: AC 4; T7; hp 23; S 16, D 18, Ch 16, AL N).

Sieg, the second mate, enjoys talking with his victims before he robs them. In the pack that he bears are 50 gp. (Sieg: AC 4; T7; hp 30; S 17, D 18, C 16; AL CN).

Ali plans the raids (see days 7, 9, and 10) with the captain. The other three men appear interested in purchasing pelts. The "cleric" discusses the quality of furs with the hunters (including PCs) while the first and second mates examine the fur, moving from sled to sled. Herot and Danbury talk very earnestly with the three sailors, as the second and first mate use their pickpocket ability on each character. Should one be caught in the act, the other feigns surprise and outrage, escorting the thief back to the ship for "punishment." They otherwise steal 20 gp each from Herot and Danbury. As the sun goes down, the sailors return to the ship, and the hunters rejoin the scouts at location 7.

21:00. Arlan engages the PCs in conversation about the sailors. He is surprised to hear that the cleric bore a mace rather than the traditional hammer of Thor. He also feels that Danbury and Herot were entirely too trusting of the sailors.

Day 7

16:00. As the trail loops away from the ocean, the fur seals are less plentiful. Only 20 are encountered all day. Kanadius orders Mithrim, Herot, and Jeffe to travel ahead and seek a campsite for everyone.

17:00. The main group of hunters (led by Ali) follow a group of distant seals into a rocky depression. Ten seals are therein, but they are of a minor species not worth the killing. However, Horngard and the 14 bandits (see day 6) are concealed high in the rocks, gaining an armor class of −4 against missiles due to cover. They are in a rough circle with a 40-yard diameter, and attack when the hunters are at the center of the depression. On a roll of 1-5, they gain surprise over the hunters. The bandits wear white masks to hide their appearance. Horngard's plan is to pepper the hunters with arrows, avoiding melee combat. Cyronain stays near Arlan, bumping him as if by accident to prevent him from casting any spells. Ali feigns combat, but does not actually deliver any damaging blows to bandits; during the fight, he secretly cuts himself with an arrow.

If combat has gone on for five rounds and the bandits are not obviously losing, Horngard (masked and unrecognizable) calls for parley. Ali surrenders the hunters to the bandits in mock rage. The NPC hunters stop fighting at this point. Flushed with success, the bandits demand 100 gp and 150 pelts (as many as the bandits can easily carry). While the gold is being collected (each member must give an equal amount), Danbury and Herot realize that they have each lost 20 gp (see day 6). The bandits leave once they have taken their booty. Their ship location is marked on the Pohjolan Field map at B.

If the hunters are obviously winning, the bandits retreat, hide on the ice until sure that they are not being followed, and return to their ship at B. If any bandits are captured alive, Ali demands to take charge of them. He takes them out of sight on the ice and lets them go, telling the hunters that the bandits have been dealt a "tribal execution."

21:00. The camp is in an uproar, with Herot and Danbury accusing various people of stealing from them. Should any PC fail to defend himself sufficiently or otherwise seem guilty, he is considered a thief and avoided. Ali feigns great pain from his arrow wound.

22:00. Jeffe takes Winegard out of the camp and confronts him with the hidden furs (see NPC descriptions). He then demands and receives 1 gp to keep from telling Kanadius.

Day 8

08:00. In the morning, 70 seals are discovered.

12:00. Hills are visible to the south. Should Ali be displeased with the PCs, he attempts to abandon them here, knowing that a dragon dwells in the nearby hills. He claims that the hills could be the place from which the bandits operate. A group of hunters must go and make sure that another ambush is not being planned, he says. Since this is a dangerous project, the hunters roll knucklebones to determine who must go. However, Cyronain's magical dice are used, and the PCs automatically lose. Ali takes the PCs aside and lies, telling them that if they head directly southeast through the hills, they can rejoin the hunters on the other side at the coast. Use random encounters and weather for moderating this trek. The hunters move on according to the schedule, abandoning the PCs to their own devices. Should the PCs reunite with the hunters, the NPCs (except for Ali and Cyronain) assume that the event was planned. Even if the PCs assert otherwise, the hunters do not believe

that any wrong was done. Ali and Cyronain certainly won't expect to see the PCs again.

On the mountain marked with a cave dwells a huge, old, white dragon (AC 3; MV 12"/30"; HD 7; hp 42; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon — 70' cone of frost with 25' base doing 42 hp damage, *fear* aura with +3 on saves). For each turn that characters spend within four hexes of the cave, there is a 10% cumulative chance that the dragon notices them. It can speak and tries to gain from the encounter without fighting, threatening the party with death unless all valuables are brought forward. It then flaps its wings and charges to frighten the group away with its *fear* aura; if this doesn't work, it uses its breath weapon and flies out of combat range to its cave. The dragon is quite cowardly, despite its greed, and will do anything to save itself.

If characters attempt to climb the peak to get to the dragon's cave, the dragon starts a rock slide by pushing boulders from its nest. Each character beneath the nest must roll his dexterity or lower on a d20 to avoid 2-20 hp damage. If its breath weapons are exhausted and the group still approaches, the white dragon flies off to the south. The DM should arbitrate all particulars of the fight and the nature of the dragon's lair.

In the cavern itself are the carcasses of many seal and walrus. Fifty pelts may be recovered, worth 2 gp each. There are 20 complete walrus tusks, each worth 10 gp. Amid the remains of the seals and walrus are the remains of three human bodies. The ruined remains of a suit of chain mail cling to one; the other two are dressed in furs. A pair of fur bracers may be found at the bottom of the pile; these radiate magic, and have the power of a *ring of warmth*. The harpoon of one of the fur-clad bodies is a *javelin of piercing*. Spread through this rubble are 22 cp, 57 sp, 194 gp, and 30 pp. Clutched in the armored man's hand is a jeweled ring worth 500 gp, with an inscription identifying him as a fur hunter who worked for Aceus.

20:00. Away from the camp, Winegard confers with Danbury and Herot concerning Jeffe. They decide to search his baggage in order to find something with which to threaten him.

Day 9

08:00. A harsh wind blows across the ice. The temperature is effectively −10°F. A little snow filters from the bleak clouds. Only fifteen seals are encountered this morning.

10:00. Winegard offers to take Jeffe to a good sealing area "where things are very quiet." The two go a distance apart from the group. Danbury then searches Jeffe's sled, explaining to anybody who takes note that Jeffe has a whetstone that Danbury needs to put an edge on his spear-point. He finds nothing incriminating.

13:00. It is a little warmer (0°F). Heavy snow begins to fall, and the wind blows it up furiously. Characters are able to see only a few feet ahead, and movement is slowed. Kanadius orders the hunters to stop so that the rich sealing grounds may be worked. Ali, however, requests that the group continue. He ventures ahead to get his bearings, but he actually ties three of his dogs to a stake behind one of the trail markers. After building a tiny snow hut to protect and conceal them, he returns.

13:30. A faint barking sound can be heard on the wind. If a character examines the trail marker, Ali's dogs are found. Ali claims to have been missing them and proposes that a member of the party was "playing a foul joke, worthy of punishment." He then tries to slip away without an excuse (see 14:00 if his dogs are not discovered).

14:00. Ali finally agrees to stop, but he stays ahead of the main camp by himself. The sea can be heard crashing not far away. Shelters are hacked out of snow cakes. Ali then announces that three of his dogs have broken their harness, and goes off to search for them. Cyronain and Winegard volunteer to accompany him.

14:30. Winegard returns to the camp, saying that he followed Ali for some distance but lost him in the storm. Cyronain was also ahead. Winegard received no answer to his calls and turned back.

Ali is actually making contact with the bandits, whose ship is sheltered in the rocks. He became *invisible* with his ring to escape Winegard, as Cyronain hurried ahead. Cyronain recovers the dogs, while Ali confers with the brigands.

16:00. Ali and Cyronain return with the dogs.

23:00. Late at night, all the bandits, in their masks, arrive at the camp. They take all furs, as well as Arlan and Mithrim's money. Sturmick lurks in the shadows around the camp to backstab any character emerging from a shelter during the proceedings (no NPC does so unless a major fight erupts). Should Ali suspect any PC of being opposed to him, Sturmick is directed to enter that character's shelter and attempt to slay the sleeping PC. The bandits then leave; their ship is at point C. If the hunters are generally aroused, the bandits separate and flee as quickly as possible. Their plans in the event of capture or defeat are the same as they were on day 7.

Day 10

08:00. The storm ends. As the hunters realize that they have been robbed, anger runs high. Danbury and Herot sit apart from the group, privately discussing defense. Cyronain claims to have lost money, and he and Ali search for (nonexistent) bandit tracks.

13:00. Kanadius sends Ali, Cyronain, and the PCs ahead to prepare a campsite for the group.

14:00. Human forms may be seen ahead, obviously the bandits. Horngard, Sturmick, Njal, and Sieg are present, but masked. As they come forward, bows drawn, Ali declares combat impossible. If he believes the PCs to be opposed to him, he and the bandits suddenly attack them in an attempt to kill the entire party. Even if they survive the combat, the PCs are outlawed from the hunting group by Ali, and are forced to adventure across the Pohjolan Field in a direction away from the other NPCs.

If this attack does not place, the bandits remove all items of value from the scouts (a few gold pieces are taken from Ali and Cyronain, but nothing of major value). The bandits then return to their ship (at position D) and leave the Pohjolan Field for a distant lair. If they are defeated, they retreat and attempt to get to their ship as fast as possible.

19:00. The hunters are reunited with the scouts; the former have taken 150 pelts. When the hunters learn of the robbery, Herot is outraged, shouting that Kanadius's scouting policies have repeatedly led to disaster. The latter stomps away angrily, returning a few minutes later in silence.

Day 11

13:00. Jeffe takes Herot aside to demand more money in return for not giving away the fur sale. A fight de-

velops, and the other hunters are alerted. Jeffe and Herot maintain that it was "all in sport." Two hundred seals are encountered an hour later.

21:00. Snow begins to fall. After most of the hunters have entered their shelters, the sled dogs begin baying and barking at something far away which no one else sees. It is a yeti (AC 6; MV 15"; HD 4+4, hp 24, #AT 2, Dmg 1-6/1-6; SA squeeze victim for 2-16 hp damage if hits on roll of 20, victims save vs. paralysis if surprised or else freeze for three rounds to be struck and squeezed automatically; SD nearly invisible until within 10-30' of prey, 5% chance per level of victim over 1st level of detecting it; takes 50% greater damage from fire). It does not attack unless disturbed, and does not approach closer than 400 yards from the camp.

Day 12

08:00. Fifty seals are discovered in the morning. The weather is clear.

13:00. Jeffe searches through Herot's baggage. Herot does not dare make any comment, because of the hidden fur. Jeffe finds nothing, however.

14:00. Very suddenly, the sky goes dark. Snow begins falling, and the wind rises to 30 MPH. The temperature drops to 0°F due to the *weather summoning* and *control weather* spells cast by a selkie leader. His community suffers greatly from the hunters' ravages, sometimes even losing members which have been mistaken for seals. The selkies dwell under the ice at the position on the Pohjolan Field map marked E. The selkies hope that by bringing poor weather, they can divert the hunters from their tribal area peacefully. The effective temperature due to wind is −30°F.

Day 13

08:00. Due to the weather, the expedition moves onward all morning.

12:00. During the lunch break, Danbury, Herot, and Winegard have a short discussion about Jeffe. They decide to convince him to illegally sell fur with them, and take him aside to talk about it. He agrees, but on the condition that he be paid not to talk about it. Jeffe is given 10 gp worth of fur by Winegard. Later, Jeffe attempts to give it to a PC without explaining its origin; he treats it as a gift (but see day 15).

14:00. The storm finally ends, and 20 seals are encountered. Since the storm has failed to drive the hunters away, the selkie leader now reluctantly decides to send warriors into combat with them. The warriors do not plan to fight to the death, but make a determined effort to drive hunters from the area.

Ten males take part in the attack (AC 5; MV 12"//36"; HD 3+3; hp 12-22; AT 1; Dmg by weapon type; SA elder can cast *augury, cure light wounds, cure disease* once per day, and *weather summoning* and *control weather* once per week). They charge the hunters from the top of an icy hill, having taken the form of humans swathed in fur, with their attractive faces visible. The selkies first throw spears, then close in with long swords stolen from past hunting parties. When a selkie drops below half its hit points, it retreats to throw rocks (1 hp damage, 90' range) at hunters. If any hunter is badly wounded, Kanadius calls for a retreat. If all selkies are reduced to half or less of their hit-point totals, they flee, even dropping their weapons and swimming away in the ocean as seals if necessary. If they are thus defeated, no more seals are encountered within a six-hex radius of area E, as the selkies' tribe has cleared them from the area. Obviously, the PCs may mistake the selkies for bandits.

Day 14

14:00. Herot tells Kanadius that Jeffe is hoarding fur against guild regulations. Kanadius searches Jeffe's sled and finds nothing. The hunters finally decide that Herot merely dislikes Jeffe and is attempting to make trouble for him.

21:00. All of the dogs begin barking. In the distance, a dark figure is seen in the light of the moon. It is the yeti (see day 11, 21:00 above), which is showing itself to frighten off the hunters. Herot spots it and alerts the whole camp. He proposes that the figure might be a spy for the bandits, and asks the PCs to go and capture it. However, Kanadius sarcastically says that previously everyone blamed him for breaking up the party, and forbids any intervention. If the yeti is disturbed, it attacks; otherwise, it leaves the hunters after a few minutes.

Day 15

10:00. The climb down from the glacier is made. From here back to the town, the sleds must pass through the frozen marshes, which is done at rapid, nonstop speed.

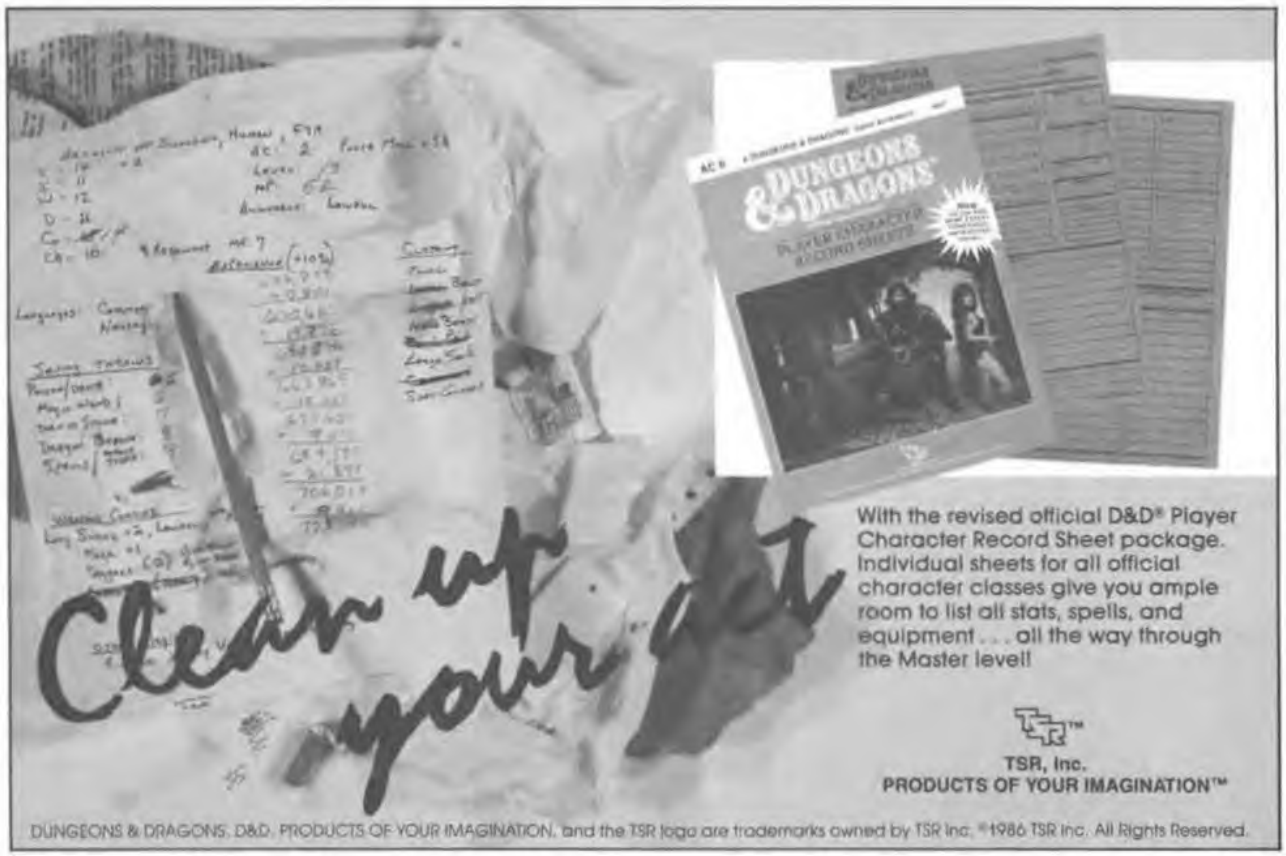
20:00. The hunters arrive at Winterwolf again. The furs garnered on the hunt (and preserved from the bandits) are divided equally and sold to the guild for the appropriate prices. The guild takes a 30% tithe of all earnings. Each PC must donate 5 gp to Ali, 5 gp to their musher, and purchase 1 gp worth of perfume for appeasing the spirits of the seals (a local custom which the guild enforces). If Ali knows that any surviving PCs are opposed to him, Cyronain is sent to track them and assassinate them in the night. Herot, Danbury, and Winegard sell Alaric their smuggled fur. Jeffe tries to steal his "gift" fur back from the PCs, if such was accepted (see day 13).

Day 16

Today, the PCs must inform the guildmaster of their suspect and collect their pay. The guildmaster has the suspect arrested by his guards and questioned with a **detect lie** spell scroll. If Ali or Cyronain is captured, the characters were successful and receive the stated reward. Otherwise, all they receive is their share of the price of the furs.

Concluding the Quest

It is possible that the characters will fail to uncover Ali and Cyronain's plot on this adventure. If so, the DM may well wish to end the adventure here. On the other hand, the guildmaster may send the PCs with the hunters again. The random encounter tables, section on weather, and map key help the DM understand the situations in the area, but the DM must develop his own timeline for another hunting expedition. Or, using the information on arctic climates herein, the DM may design an entirely different sort of adventure. Don't forget your woolies!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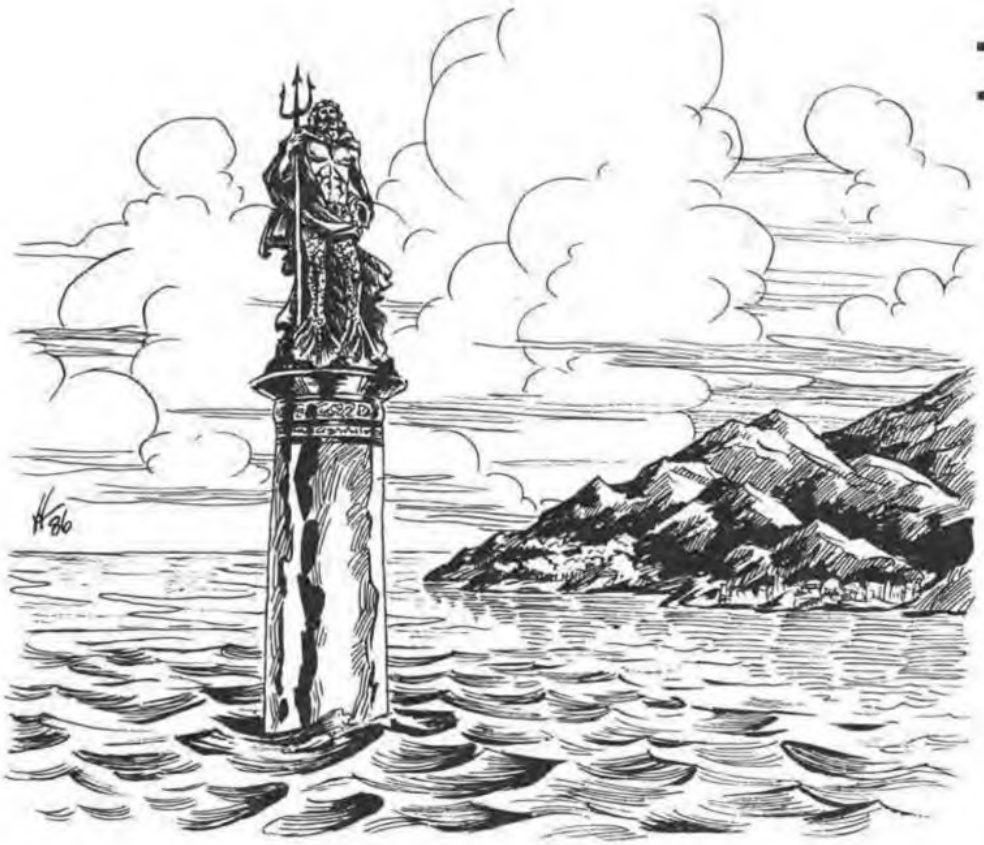


THE DEADLY SEA

BY CAROL AND ROBERT PASNAK

A desperate rescue beneath the waves

Artwork by Valerie Valusek
Cartography by Diesel

The Pasnaks are both psychologists from Virginia; Carol works with handicapped children, and Robert teaches university classes. Carol gave Robert the original set of D&D® game rules for Christmas one year, and followed it up with a copy of this module. They later revised it, sent it to us, and here it is.

The Deadly Sea is an oceanic quest for 4-8 characters of 4th-7th level in the AD&D® game. The use of magical items or spells which aid undersea combat, movement, and breathing is strongly advised. The ability to open locks is also helpful, as are mariner skills and knowledge. See additional notes in the section "For the Dungeon Master."

The adventure begins at a seaport which the Dungeon Master should name and develop as desired, to fit the circumstances of his campaign. The names of other areas may be changed to fit the campaign as well. This module requires some detailing and planning prior to use.

Adventure Background

The story is told by an old sailor whom you have met in a coastal seaport. It begins with a man named Greytare, a cleric who loved the sea and built his fortress into a 300'-high cliff so that it overlooked the rolling waters. The reclusive Greytare eventually wed a beautiful aquatic elf named Chael, and of this union came two children: a son, Chartare, and a daughter, Greytel. When Greytel decided to develop her magic-using abilities, her mother rejoiced and gladly searched the seas for magical treasures for her daughter's use.

Chael went seven times into the sea, but from that seventh search, she never returned. By magical means, Greytare discovered that tritons had captured his precious Chael when she ventured too near their seahold, Tritonacil, by the isle of Calliste some distance away. Grieving, Greytare deduced that Chael had died while imprisoned there.

It is now believed that in his famous cliff dwelling, Fog Stone, Greytare assembled magical items to enable him to invade Tritonacil. Judging from the reports of seamen and from subsequent events, it is

likely that Greytare, Chartare, and Greytel journeyed to the isle of Calliste, where they tricked a young storm giant, Aghit, into causing a great hurricane and undersea storm. The storm's mighty force and destruction have probably driven the tritons from Tritonacil, leaving the ruins of the great mansion to scavengers and opportunists of all sorts. The vengeful Greytare then returned to his cliff dwelling to prepare to dive to Tritonacil and recover the body of his wife.

But troubled times ever sound a tocsin to men of evil repute. Profiting from the displacement of the tritons and the general disorder of the local human nations, brigands and pirates descended on the area, hoping for booty and easy victories.

The old fisherman who tells you this story, accustomed to selling part of his catch at Fog Stone, was rudely warned off by new guards who boasted loud and long of evil newly wrought. Fog Stone was theirs, they bragged, and Tritonacil soon would be, as would all the demesnes that lay about it. There was no gainsaying the forepart of their boasting. Led by Bloodric, a high-ranking outlaw cleric served by two murderous henchmen named Snast and Buod, these evildoers had already conquered Fog Stone. It appeared that in the hard fighting, most of the outlaw band and all of Greytare's retainers were slain, their bodies cast down to the beach to be hurled into the sea and lost.

The fisherman did not see the bodies of Greytare and his children among those thrown from the cliff to the narrow strip of beach below. On the slim hope that they may have survived as prisoners, the fisherman has contacted you in hopes you would go to Fog Stone and save Greytare and his brood while there is still some chance that they are alive. Surely there will be a reward, for Greytare and his family were much favored along the coasts for their aid to local sailors. The fisherman can show the way to Fog Stone, although he has never been inside the keep, and can also give directions to Calliste.

For the Dungeon Master

Greytare's domain is about two days away from the seaport by ship; from there, it is a three-day sail to Calliste. Tritonacil lies just offshore from Calliste and is marked by a huge tower erected to honor the god Triton. This tower is made of solid stone and is likely to have survived the storm. If it has, Tritonacil will not be hard to find.

The first important task is to hire a ship; this may be accomplished by the DM as desired. It is suggested that only small ships be available for hire, though the crews may be well-armed and highly experienced. In most cases, only leather armor is worn on ships. Weaponry usually consists of pikes, spears, javelins, swords, throwing axes, harpoons, and light crossbows. A reasonable fee, considering the danger into which the characters are traveling, could range up to several hundred gold pieces per person. The fisherman who contacted the PCs is a zero-level NPC whose statistics may be generated as desired.

This adventure offers above-ground action at Fog Stone (a small keep), monster encounters while aboard ship, and underwater adventure at Tritonacil. See pages 55-57 of the *Dungeon Masters Guide* and pages 81-82 in *Unearthed Arcana* to prepare for the underwater scenario and review the characteristics of the monsters to be encountered. Note also the special characteristics of water as a transporting medium. Items don't weigh as much as usual. Light is refracted as well as absorbed, so even the corners of a room may be dimly lit when light streams through a door. Sounds carry, but are also damped and distorted so that it is often hard to make out what is heard.

Since the characters have enough opportunities to acquire allies, these should not be made gratuitously available unless the party is too small otherwise. Doors might be difficult to open at Tritonacil, so thieves or *knock* spells must be available. Druids will do well, but clerics can't use their weapons underwater — as a result, *spiritual hammers* are advised. Finally, the DM should not hesitate to reduce or increase the numbers or quality of antagonists to fit the party or to keep things from getting out of hand.

Sea-going encounters occur on a roll of 1 on a d8; check at dawn, midday, and dusk on the way to or from Fog Stone or Tritonacil. The DM should create the needed statistics for the following monsters, using them in order as an encounter is indicated. Once all six encounters have been used, no more are met for the adventure unless the DM desires otherwise.

The lung wang is satisfied by any tribute of 100 gp or more. Sailors in this region know this monster well and respect it, as it is not especially greedy and has been known to attack pirate ships.

Oceanic monster encounters

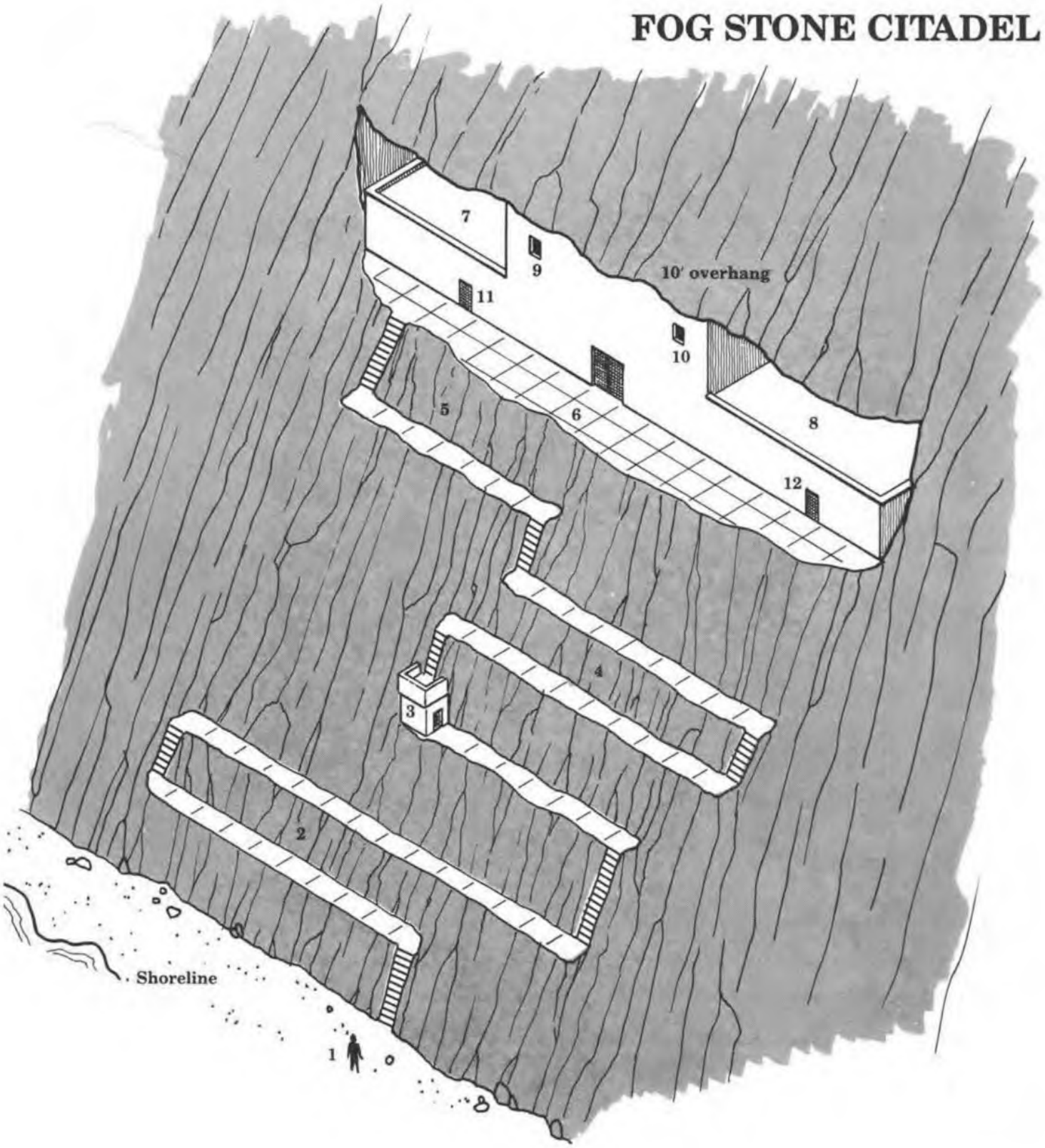
No.	Creatures encountered
1st	One lung wang demanding tribute
2nd	Four kelpies wishing to *charm* characters
3rd	One merchant ship from a friendly country
4th	One small carnivorous whale
5th	Nine lesser seawolves, met at dusk only
6th	Twenty sahuagin attempting to board ship

Fog Stone Encounter Key

Greytare's domain is cut into a 300' cliff. A very long, unrailed stairway leads up to the keep. Although the cliff is very steep, there is enough slope (10°) to allow the doors and windows of the keep to be seen from all parts of the stairs (and vice versa) when the fog permits. Visibility can be a problem here; it varies randomly from 3' to 300' as ocean breezes blow billows of fog about the shore (roll d100 × 3 to get the distance a character can see in any direction from the cliff top, keep, stairway, or shore). The fog also makes the steps slippery, though no one will fall unless pushed. If a character falls off the stairs, he continues down the cliff unless roped to other characters. If characters *are* roped together, roll 1d6. If the number rolled does not exceed the number of characters roped together, the pushed or overborne character merely falls flat on the stairs or landing rather than off the face of the cliff. Damage is 1d6 per 10' the character falls down the cliff face.

See the map on page 29 for locations 1-12, and the map on page 31 for locations 9-30.

FOG STONE CITADEL



1. Shoreline. This location is guarded by an animated onyx statue, which speaks to anyone approaching the stairs: "Earn and learn the will of my master. Be bold and hold this hand of mine with thine. With less good will, climb not this hill." If anyone offers a hand, the statue holds it firmly — but this is a mistake. The pirates who took Fog Stone merely bypassed this creation. Anyone caught by the statue cannot break free unless a *bend bars/lift gates* roll is made (one chance allowed). The caught character will then be spotted by a pirate guard in 4-10 rounds, and will be fired upon, the alert sounded. The statue itself cannot attack and takes no other action, even if attacked (AC -1; MV 9"; HD 6; hp 30; #AT nil; SD immune to all magical spells and powers; AL N).

2. Ledge. If an unauthorized party reaches this point, guards at area 3 sound a bell alarm to warn the domain. The bell is noted before this only by characters flying or levitating toward the entrance of Fog Stone.

3. Guard Station. Four guards (AC 5; MV 9"; F3; hp 22, 19, 15; #AT 1; Dmg by weapon type; AL CE) are on duty on this walled but unroofed landing. Doors are wooden and barred. If a *silence* spell is cast on this area, one guard runs to warn the inhabitants of Fog Stone. He exits through the back door (which cannot be seen from below) onto the stairs and continues up toward the keep. The guards are armed with a short bow, 20 arrows, a cutlass, and two throwing axes apiece; each also wears chain mail armor.

4. Ledge. If the bell has been sounded, Bloodric, Snast, and Buod show themselves at locations 6, 9, and 10, respectively, when the party reaches location 4. Buod directs his *push* spell at the most dangerous-looking member of the party, if and when visibility permits. These NPCs and the sentries at locations 7 and 8 gain a +4 bonus to armor class from missile fire due to cover, and use their spells and weapons to attack parties on the stairs and landings as much as visibility allows. They move out of range if they suffer more than half damage apiece (Buod moves if he suffers more than 8 hp damage).

Bloodric: AC 0; MV 9"; C9; hp 40; #AT 1; Dmg by weapon type; S 16, I 12, W 14, D 11, C 10, Ch 14; AL CE; worshiper of Oceanus (*Legends & Lore*, page 67); *splint mail +2, shield +1, flail +1,* a staff sling and 10 bullets, a wooden cross, three sticks, a copper and ruby unholy symbol (1,000 gp), a garnet ring (100 gp), a *ring of protection +1*, a bloodstone brooch (100 gp), and a pouch with 30 gp, 10 sp, and 1 cp; note extra spells due to wisdom bonuses; spells memorized: *curse, command, detect good, darkness, protection from good, cause fear, hold person, resist fire, silence 15' radius, spiritual hammer, cause blindness, bestow curse, continual darkness, sticks to snakes, poison,* and *flame strike*; human male. Bloodric, as his name suggests, is a cold-hearted butcher. Having heard that a cleric of his deity's mortal enemy lived at Fog Stone, Bloodric was more than willing to assault the keep, though it cost his forces dearly. His ship, the *Bloodragon*, has left to gather new allies, and it is not expected back for two weeks.

Snast: AC 7; MV 12"; T6; hp 24; #AT 1; Dmg by weapon type; S 17, I 13, W 8; D 14, C 16, Ch 7; AL NE; *leather armor +1,* a *short sword +1*, a dagger, a club, a sling and 20 bullets, six darts, a money belt with 10 gp, a purse with 10 sp and 5 cp, a *potion of fire resistance*, and a gold (50-gp) ring; half-orc male.

Buod: AC 9; MV 12"; MU6; hp 15; #AT 1; Dmg by weapon type; S 9, I 16, W 12, D 14, C 12, Ch 13; AL CE; a *dagger +2*, a *potion of healing, ring of protection +1*, a fur-trimmed cape (75 gp), a pearl-studded wrist guard (400 gp), 10 gp, 2 cp in a purse; spell books contain *sleep, feather fall, push, write, read magic, shield, invisibility, rope trick,* and *dispel magic*; spells memorized: *feather fall, sleep, shield, push, invisibility, rope trick,* and *dispel magic* (×2); human male.

Snast and Buod are archetypical evil henchmen, each out only for himself but willing to support and cooperate with Bloodric because of his talent and the chances for lots of booty. However, neither of the two will support Bloodric at the expense of their own lives.

5. Ledge. If the characters reach this point, Buod disappears from location 10. He retreats to location 16.

6. Landing. Bloodric first casts spells from here, but retreats into room 14 if the party is not repelled before reaching the top of the stairs. The door in this arch ordinarily stands open to improve the flow of air in the perpetually damp dwelling, but it can be locked and barred if necessary. It is so large and strong that PCs have only half their normal chances of opening it with *bend bars/lift gates* (round fractions down).

7. Roof. An alert sentry is on duty here whenever the party approaches (AC 5 or 3; MV 9/"; F5; hp 42; #AT 1; Dmg by weapon type; statistics not exceptional; AL NE). He wears chain mail and uses a *shield +1* when not wielding his heavy *crossbow of speed* (30 bolts). He also has a *hammer +2* with specialization in hammers (+1 to hit and +2 to damage; #AT 3/2). His principle job is to watch for flying or levitating threats to the newly occupied keep, but he also keeps an eye on the stairway, although the fog may obscure much of it. If hard pressed, he retreats down through room 20 and prepares to fight in rooms 13 and 14.

8. Roof. The sentry here has the same duties as the one at location 7 (AC 7; MV 12"; F4; hp 31; #AT 1; Dmg by weapon type; S 17, other statistics not exceptional; AL CN). He has a light crossbow, 30 bolts, a bastard sword, a medium shield, and wears *leather armor +1*. He also has a *potion of human control* and a *potion of levitation,* and may be a deadlier foe as a result.

9 and 10. Windows. These are small windows cut into the outer walls of lofts 15 and 16. They command a view of everything from the overhanging cliff to the ocean below. In good weather, they are ordinarily open to air out the keep, but they may be shuttered and bolted in bad weather or during an attack.

11 and 12. Doors. These doors are also usually open, but can be closed and barred. The door to location 11 seems hastily repaired; the pirates broke it down during their assault. As a result, it is weakened, and chances to break it in gain a +20% bonus to *bend bars/lift gates* rolls.

13. Entrance Hall. This immense hall is dank and bare. It is mainly used for drying off and donning or doffing cloaks before proceeding. Reeds and rushes carpet the floor, pegs line the walls, and a feeble lamp hangs from the ceiling. Three pairs of boots, two cloaks,

two large and three small bags, two buckets, and a 120′ coil of rope (all normal) hang from the pegs or rest along the wall. In a large niche near the door is a sizable oil cloth covering a lamp, tinderbox, and 12 torches.

Note that rooms 15 and 16 are *above* this hall, not a part of it, and characters may walk beneath these areas while in room 13. PCs cannot travel under the stairs, however.

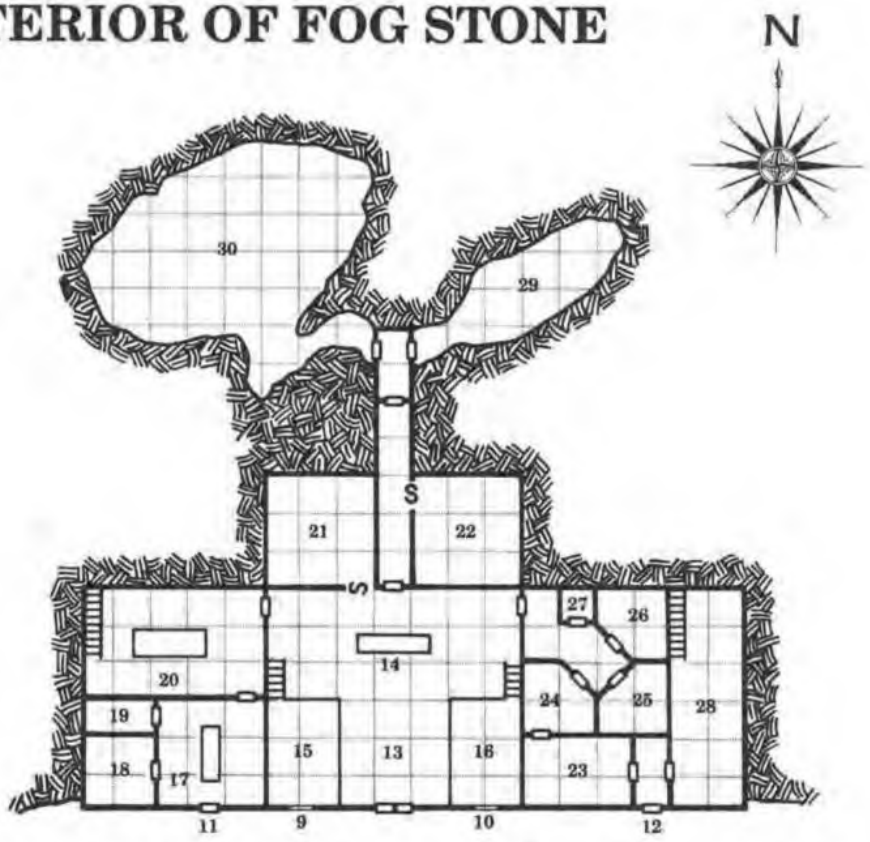
14. Grand Hall. This hall is decently furnished and lit by candles in two huge chandeliers. There is a large (20 × 5′) table in the center of the room, lined with chairs, and there are four small tables, two by the back wall and two by the front (the one on the right is shattered). There were two chairs by each of these tables, but three now lie in broken heaps. Four well-made (100-gp) tapestries line the walls, but the one on the left portion of the rear wall is slashed and now worthless. Behind it is a small, round secret portal which leads to location 21. Anyone who has entered the hall can see flights of stairs on either side, one of which is covered with brown stains (blood). These stains lead to a closed set of doors on the second story. There are also closed doors visible at the rear of each side wall and in the center of the rear wall.

Bloodric lounges in this room if no alarm has been sounded. He attacks uninvited guests whether an alarm has been given or not. Refer to location 23 after round one, location 15 after round two, and location 16 after round three to see who comes to his aid. Bloodric also receives reinforcements from location 28 in 13 rounds. If the fighting goes badly, he tries to slip away and hide when opportunity permits, hoping to rejoin his pirate galley and crew — and repay the PCs at a later date (an encounter the DM might wish to play out).

15. Loft. This loft has a small window (see location 9) in the front wall. Torches rest in sconces along the interior walls. Snast, who is normally stationed here, descends to attack intruders on the second round of fighting in location 14. If Bloodric is subdued before this, Snast surrenders. He has no knowledge of the whereabouts of Greytare's magic store.

16. Loft. Buod is in this loft, which is identical to location 15. On the third round of fighting in location 14, Boud

INTERIOR OF FOG STONE



attempts to *charm* a character in that room, suggesting that fighting is too dangerous and that the character should desist. If things go badly he, uses his *invisibility* spell and tries to remain undetected until only one or two guards remain in the grand hall, then makes his escape, employing his spells and fighting if necessary.

17. Kitchen. The kitchen contains a large fireplace and oven, as well as a number of cupboards and cabinets. A meal was in preparation here when the PCs arrived. If the characters are uninvited, the meal will be burning.

18. Cook's Quarters. These are the cook's quarters. The cook, a man named Stavas, is hiding under the bed in the room if Fog Stone has been attacked. He is the only one of Greytare's retainers who was spared — after all, eating well is one of the pastimes mercenaries enjoy most. He has heard that Bloodric was unable to locate Greytare or his brood, who mysteriously disappeared when Fog Stone fell (cook: AC 10; MV 12″; zero level; #AT nil; statistics not exceptional; AL CG).

19. Kitchen Store. This room contains bags of grain, jars of spice, dried meat, dried legumes in cannisters, and various oils and juices in urns.

20. Dining Room. In this room is a large table set for 15. There is a set of stairs to the roof in this room; the guard comes from location 7 if summoned.

21. Secret Chamber. This is the refuge of Greytare, Chartare, and Greytel. Since the secret portal can only be opened from the outside, their hideyhole is also a trap, and the walls are too thick to transmit sound. While they are sustained by Greytare's *create food and water* spells, all of their hopes rest on Greytel's familiar, the pseudo-dragon Sibesno (see below), and on the arrival of friendly forces.

Two small iron chests in this room contain major items found by Chael for Greytel. The first contains only a *helm of underwater action* and is locked by five consecutive locks. Only Greytel knows where the keys are hidden (in a hollow in the cliff face where they can be reached by Sibesno). The second chest contains a *ring of swimming,* a *cloak of the manta ray, gauntlets of*

swimming and climbing, and a *necklace of adaptation*. This chest has the form of a cube with no visible lock, lid, or seam; the chest springs open, however, if two command words are spoken: "Greytare" and "Chael."

Greytare: AC 2; MV 6″; C7; hp 43; #AT 1; Dmg by weapon type; S 18, I 15, W 17, C 13, D 13, Ch 16; AL CN; worships Poseidon; *plate mail +1*, a silver-plated mace (250 gp), an ivory and silver cross (300 gp), an ivory symbol (50 gp), and a *ring of protection +3*; note extra spells from wisdom bonuses; spells memorized: *cure light wounds* (×2), *bless, detect evil, command, augury, hold person* (×2); *slow poison, speak with animals, dispel magic, create food and water* (×2), and *neutralize poison*; human male. Greytare is a silent, brooding figure, a large man who loves the sea and shares something of its nature. Greytare can be a dangerous and vengeful figure, a self-willed anarchist who brooks no intrusions upon his domain. Threats against his family make him especially dangerous, as this adventure is proof. Nonetheless, he is a respected figure and is a known enemy of piratical forces.

Chartare: AC 3; MV 12″; C5; hp 20; #AT 1; Dmg by weapon type; S 11, I 15, W 16, C 11, D 14, Ch 15; AL CN; worships Poseidon; *chain mail +2*, a *staff of striking* (47 charges), an ivory symbol (50 gp), an ivory cross (59 gp), a pair of *boots of elvenkind*, a pearl headband (500 gp), a *potion of fish control*, and a staff sling and 20 bullets; note extra spell due to wisdom bonus; spells memorized: *light* (×3), *remove fear, bless, hold person* (×2); *silence 15′ radius, spiritual hammer, snake charm,* and *cure blindness*; half-elf male. Chartare is like his father in many ways, but also possesses a sense of humor — which his father seems to lack. A youthful and dedicated cleric, Chartare is of an age at which he is actively interested in the opposite sex. If any of the PCs is an attractive female who shares similar interests in the sea and in his religion, Chartare may become quite forward with her.

As a half-aquatic elf, Chatare may breathe either air or water freely. He is otherwise similar to half-elves of the usual variety, save that he knows many sea-creature languages instead of forest-creature ones.

Greytel: AC 8; MV 12″; MU4; hp 12 (+11 with pseudo-dragon, if within range; see end note below); #AT 1; Dmg by weapon type; S 9, I 16, W 15, D 16, C 11, Ch 15; AL CG; a pearl necklace (500 gp), an ivory tiara (300 gp), a *dagger +1*, a *cloak of elvenkind*, a *potion of invisibility*, a purse with 30 sp, 2 cp, and sundries; spell books contain *charm person, find familiar, write, read magic, levitate,* and *magic mouth*; spells memorized: *charm person* (×3) and *levitate* (×2); half-elf female. Greytel is a friendly (though shy and quiet) young woman who is deeply immersed in her magical studies. She enjoys discussing sorcerous matters with any other magic-users, though she secretly finds clerics (save for her father and brother) to be boring. Dragons also fascinate her, though she has seen very few of them.

Like her brother, Greytel can breathe air or water freely. She also knows a large number of sea-creature languages, and is otherwise similar to normal half-elves.

22. Secret Chamber. The circular door to this room, which is 5′ off the floor, is covered by a *permanent illusion* cast by a friend of Greytare's (12th-level magic). Greytare can find and open it, however. A *trident +1*, a *trident of submission*, and a *trident of yearning* lean against a stone chest, which is trapped with poisoned needles in its lock (save vs. poison twice or suffer 4-32 hp damage each time, no damage if save is made). The chest contains 1,300 pp, 11,080 gp, 10 *potions of water breathing*, and three waterproofed scrolls in watertight cases. Each scroll contains one *knock* spell. This was to be Greytare's "war chest," from which he would draw material to invade Tritonacil. That plan has been put off because of the pirate raid.

23. Guard Chamber. This is the location of the guard chamber. Greytare had guarded the doorway between rooms 23 and 24 with a *glyph of warding*, which Bloodric's forces have respected. The *glyph* thus remains active, and movement through the doorway causes the *glyph* to trigger, doing 14 hp of electric damage unless the proper word is spoken. The words "Ignore not this charge: enter only on my word" are inscribed on both sides of the door in the common tongue. The key word is "trident."

This room contains four alert guards with plate mail and shields. The captain, N'gra, possesses a *spear +1* and

plate armor +2 (AC 0; MV 9"; F7; hp 55; #AT 3/2; Dmg by weapon type; S 18/05, C 16, other statistics not exceptional; AL NE). His second-in-command is Ivra (AC 1; MV 6"; F4; hp 22; #AT 1; Dmg by weapon type; D 15, other statistics not exceptional; AL CE), who is armed with a *mace +1*. The two other guards (AC 2; MV 6"; F3; hp 21 and 17; #AT 1; Dmg by weapon type; statistics not exceptional; AL CE) have normal long swords. Once they realize an attack is underway, these guards alert those in location 28, and all exit door 12 to join Bloodric at location 6 or 14.

24. Sleeping Chamber. This chamber is relatively bare. It contains a small, plain clothes chest, a simple cot, and a prayer bench. Under the clothing in the dresser, a *potion of levitation* can be found. On the door to room 23, the sentence "Ignore not this charge: enter only on my word" is engraved in the common tongue. All of Greytare's family know the command word ("trident").

25. Sleeping Chamber. This chamber is the sleeping quarters of Greytel. Various gowns hang from hooks; on the wall, a winter-wolf cape (600 gp) also hangs. The walls are covered with underwater scenes, and the furniture is delicately carved.

26. Sleeping Chamber. In this chamber, blue-green draperies cover the walls. Various statues of fish are found on several small tables. A portrait of Chael is on the dresser. The bedding matches the walls, while the floor is a mosaic of underwater scenes.

27. Storage Room. If this room is found, it reveals numerous shelves holding 20 vials, small bottles, jars of what appear to be water, wines, liquors, medicines, and cosmetics. Only two of the bottles hold magical liquids: these bottles contain *Keoghtom's ointment* and a *potion of healing.*

28. Guards' Sleeping Quarters. The five sleeping guards in this room awaken if fighting occurs in rooms 23, 25, or 26, or if a general alarm is sounded (AC 5; MV 9"; F3; hp 23, 21, 19, 17, 15; #AT 1; Dmg by weapon type; statistics not exceptional; AL NE/CE). Each has a long sword, a throwing axe, and a dagger. These guards wear chain mail armor. With them is a pet dire wolf (AC 6; MV 18"; HD 3+3; hp 25; #AT 1; Dmg 2-8; AL N). These guards reach their weapons and shields on the second round after a battle in any of the aforementioned areas has been initiated, or after being roused by a guard from room 23. It takes these guards one turn to don their armor. The dire wolf is not asleep and responds immediately to any clamor. The guards and the wolf join Bloodric if no more immediate challenge arises.

29. Cavern. This natural cavern is relatively dry for Fog Stone, perhaps because it lies far within the interior of the cliff. It has been stocked with barrels of foodstuffs, wine, oils, and even stacks of firewood — everything needed to keep Fog Stone inhabitants comfortable in the event of a siege. This cavern and room 30 are the last remnants of a large cavern that Greytare painfully transformed into his current citadel.

30. Cavern. This cavern is similar to room 29, except that a tiny natural spring trickles down the wall at the extreme northeast of the room, forming a 5' square pool before draining away through the small cracks and fissures in the floor, flowing to some unknown destination within the cliff's interior. This spring has always been a sure source of potable water for Fog Stone's inhabitants.

This cavern is now the lair of 10 bullywugs recruited by Bloodric. In a corner of this room is a pile of 15 gems and six vials containing the following potions: *extra healing, longevity, frost giant strength, invisibility, heroism,* and *sweet water.* These potions are the bribes and rewards given to the bullywugs by Bloodric for their help in conquering Fog Stone. Inasmuch as these creatures were not paid to *defend* Fog Stone, they refrain from combat until their lair is approached. Since Bloodric used the bullywugs to lead the assault, the surviving creatures are not anxious to fight his battles again (bullywugs: AC 6; MV 3"//15"; HD 1; hp 3-8; #AT 1; Dmg 1-2/1-2/2-5 or by weapon type; SA hop for +1 to hit; SD camouflage so as to surprise 1-3 on d6; AL CE). The bullywugs are armed with short spears and three throwing daggers apiece.

Final Notes: Sibesno, a pseudo-dragon who is the familiar of Greytel, has been hiding out in a hollow in the cliff face. If the party takes control of the entrance hall, Sibesno employs his telepathic powers to divine their intentions toward Greytel and her family. As soon as it is safe to do so, Sibesno uses these same powers to direct rescuers to the secret door to the family's hiding place (room 21) and tells them how to effect the release of the people they have come to save (pseudo-dragon: AC 2; MV 6"/24"; HD 2; hp 11; #AT 1; Dmg 1-3; SA +4 to hit with poisonous sting that induces catalepsy; SD chameleon power for 80% undetectability; MR 35%; uses *telepathy* and transmits all it sees and hears to Greytel up to 240 yards away; can *detect invisible objects*; adds hit points to Greytel's total within 120 yards of her; AL NG).

Greytare is grateful for the rescue, but he is nevertheless reserved (as a wise cleric should be) and will not be carried away by the emotions of the moment. Greytare will reward his benefactors in due time with 5,000 gp from room 22, although he will not allow them to discover this room.

Parties that have been commanded well may seek to enlist Greytare's aid for an expedition against the tritons. Greytare is willing to give the party scrolls and *potions of water breathing,* and is willing to lend other items to the PCs; he further agrees to accompany the party on this expedition along with his son, Chartare. For this assistance, Greytare demands appropriate shares of any treasure of magic items taken. He also wishes the custody of as many triton prisoners as can be taken alive, since he wishes to learn more of Chael's fate. If the party agrees to these terms, Greytare and Chartare act as cooperative followers who are neither arrogant nor gullible. If Greytare's terms are not met, he withholds as much aid as possible, planning instead to mount his own expedition at a later time.

Voyage to Tritonacil

The party has the old fisherman's directions for the three-day trip to Calliste, which any local sea captain understands well enough; if Chartare and Greytare are present, they also know the way. The latter can lead the party directly to the tower of Triton that rises from the center of the undersea mansion of Tritonacil (see area 21 on the Tritonacil map on page 35). The triton's seahold is slightly over a half-mile from the

isle of Calliste. If Chartare and Greytare are not present, the ship which the PCs hired must circle the island until the tower is spotted, which consumes half a day.

The hired ship can anchor to the south of Tritonacil (over area A on the map on page 35), keeping to the lee of the tower and preserving sea room. As the party discusses descent, they note that Greytare and Chartare (if present) do not leave the *Gryphon* at the same time. Since Chartare inherited his mother's ability to breathe underwater, he is usually the one to descend.

The mansion lies only 80' below the surface, so vision is 30' during the day in the clear water outside of it. The huge dwelling shows the effects of the undersea storm: walls are cracked, floors are strewn with sand and wrack, furnishings and cornices have tumbled, and there is a long rent in the southwest corner of the roof. The structure still stands, however. It lies amidst a varied terrain.

Reread pages 55-57 of the *DMG* on underwater combat spells, movement, and weight. In addition, remember that potions cannot be consumed underwater, that topical ointments, dusts, etc., wash off before having any effect, and that scrolls are ruined unless previously waterproofed (Greytare took this precaution with the scrolls he gave the party). PCs obviously cannot use torches, so *light* spells are at a premium. Clerics are advised to pray for *spiritual hammers*.

In all probability, the party will make several descents to Tritonacil. For this reason, not all of the monsters described as being in Tritonacil are there all of the time or even at the same time. The DM should have them move in or out as the situation demands, preserving game balance above all. For example, the tritons may be in the mansion when the party enters it, when the party leaves after an exploration of the lower level, or only on the second or third descent (by which time the party may or may not be allied with the locathah). Much of this decision depends upon the size and strength of the party.

The neutral beings (locathahs, nereids, sirenes, and tritons) should be played as not particularly disposed towards doing either good or evil. Rather, they act in their own self interest and fight fiercely for advantage where it seems obtainable. Once these neutral beings have secured the upper hand, they are not cruel or vindictive in their treatment of prisoners, and none are particularly antagonistic towards demi-humans. The tritons are more inclined to good than most — although they caught Chael trespassing within their domain, she was not otherwise harmed, and they even tried to release her along with the other prisoners when disaster struck. The tritons are, however, the most aggrieved race; Greytare's vengeance has cost them dearly.

Hence Tritonacil, especially its upper floor, offers great scope for role-playing, though much depends upon the diplomacy of the party. There are allies as well as enemies to be gained there (the DM must be wary of making the former too easily available). If neutral parties aren't kept surly and if the situation isn't strained, the party may have an easier time of it.

The lower floor of Tritonacil is populated by evil beings (again, not all need be present at the same time) who are sure to fight. If the party is expelled from the top floor of Tritonacil by one of the neutral races or because the PCs prefer not to fight with neutrals, they may still adventure in the lowest level. The thick floor of Tritonacil keeps those upstairs from being aware of doings below.

The sea bottom is rocky and sandy, so mud is unlikely to obscure sight. Any character looking up toward the surface should be able to see the dark bulk of the tower of Triton silhouetted against the sunlit surface; they are thus able to determine the general location of the manse.

The following tables should be used when in Tritonacil's ruins and while descending to them. Water creatures should be checked for at dusk and dawn. They may also come at the beginning of a rain storm or when a light is used below the surface. A roll of 1 on a 1d8 indicates an encounter. Particular statistics for these monsters should be generated by the DM prior to game time.

Encounters at Tritonacil

Inside the ruins

d100	Creature	Number
01-11	Giant crab	4-6
12-21	Mottled worm	1
22-31	Kopoacinth	4
32-41	Giant lamprey	4
42-45	Crystal ooze	1
46-51	Sahuagin	5-8
52-58	Sea snake	1
59-65	Ixitxachitl	10
66-72	Black urchin	1-4
73-80	Green urchin	1-4
81-89	Red urchin	1-4
90-95	Silver urchin	1-3
96-00	Yellow urchin	1-2

Outside the ruins

d100	Creature	Number
01-06	Pungi ray	3
07-11	Wereshark	4
12-16	Sahuagin	5-8
17-22	Sea snake	1
23-27	Ixitxachitl	10
28-37	Manta ray	1
38-43	Swordfish	5-8
44-50	Masher	1-4
51-64	Common shark	5-8
65-78	Hippocampus	4
79-90	Mermen	10
91-00	Carnivorous whale (medium)	1

Tritonacil Encounter Key

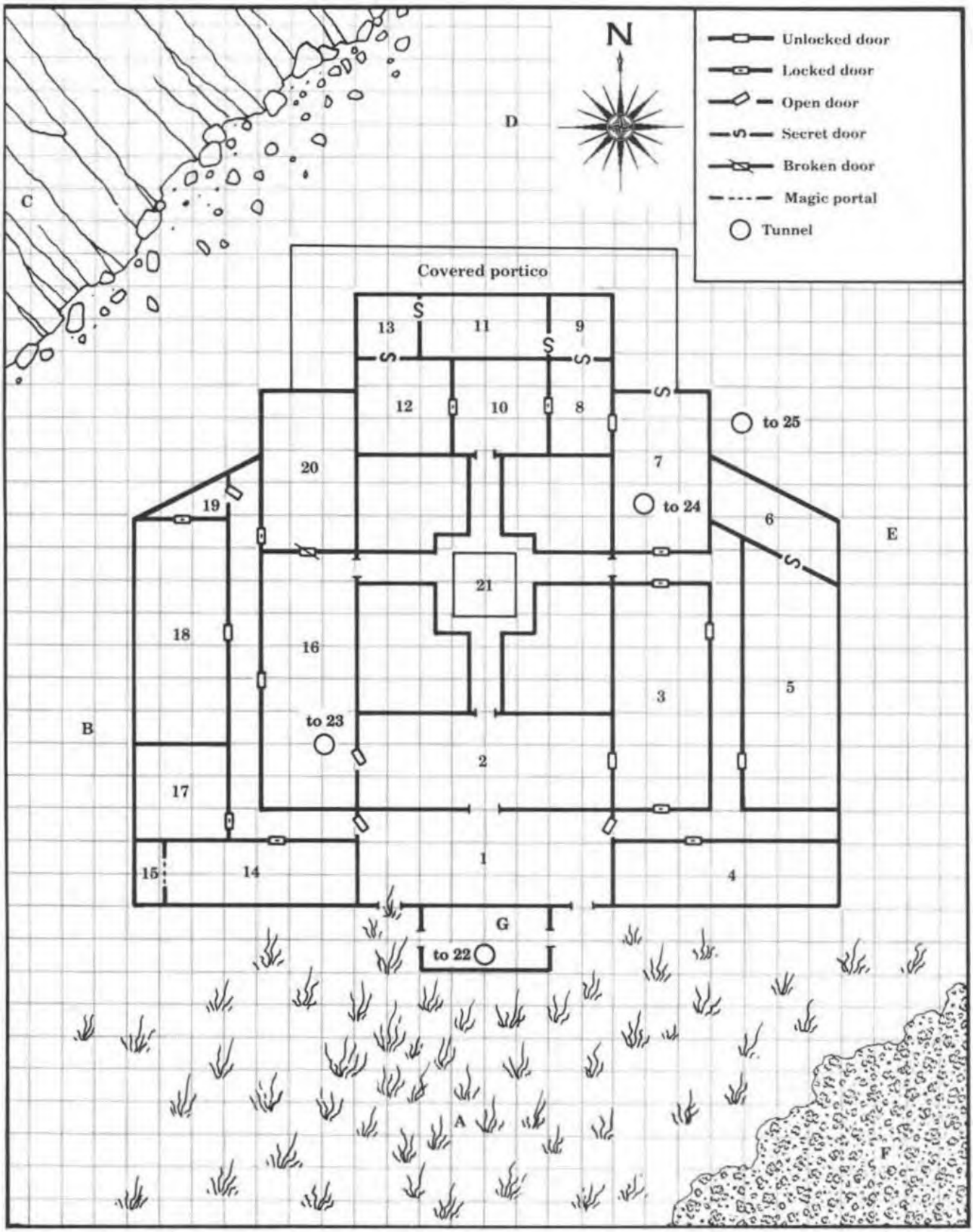
All doors in Tritonacil are 3' × 7' and do not close by themselves after being opened. All doors are pivoting stone slabs and cannot be forced open when locked unless a roll to *bend bars/lift gates* is made. Ceilings are 10' high; ceilings and walls are 3' thick. Assume that after passing through two walls (or closed doors), sounds are not easily distinguishable from the shifting and falling of rubble that still goes on intermittently. Assume light is diffused in a 20' radius around any arch, crack, or door opening to an illuminated area. The floor of Tritonacil is 10' thick and does not transmit sound or light to lower levels.

See the map on page 35 for locations A-G, rooms 1-21, and locations 34 and 35. See the map on page 39 for lower-level rooms 22-33. The outlying terrain, as shown by the map on page 35, is as follows:

A. Flat sea floor with much vegetation. Sea weed here is 30' deep. No strangleweed is found here, as the tritons cleared it away.

B. Flat, rocky shelves covered with drifting sand.

C. Steep rise toward the northwest, rocky shelves with many boulders. A storm giant's castle (belonging to Aghit) lies about a half-mile away in this direction.



TRITONACIL
Sea Bed Level

D. Slight downward slope toward the northeast. Small pieces of quartz and semiprecious stones abound (1 sp each, one found per round of looking).

E. Flat sea bottom with little vegetation. Reef rises in the southeast.

F. Coral reef.

G. Guardhouse. This structure is deserted. A tunnel leads from here to room 22 on the lower level. The tunnel is equipped with rungs to facilitate vertical movement. The sandstrewn floor shows a melange of footprints, much obscured by the movements of the water.

Upper Level

1. Terrace. A colony of weed eels, their former lair caved in by the storm, has established a new lair in this sheltered area. All around the left archway are 40 weed eels which look so much like seaweed that only a trained observer notes the difference. The weed eels attack intruders; after 20 are killed, their holes (about 8" across) are seen. Characters who enlarge these holes through two yards of sand find 6'-diameter tunnels leading to a 30' × 20' × 20' cavern dug into the sea bed. Scattered about are a few triton bones, a dagger in its sheath, a necklace of 10 black pearls (50-500 gp each) and 14 white pearls (base worth 100 gp), and an enameled tube. The tube contains a waterproofed *scroll of protection from possession* (40 weed eels: AC 8; MV //15"; HD 1-1; hp 4 each; #AT 1; Dmg 1; SA poisonous bite (save vs. poison or die); AL N).

2. Great Hall. The walls of this hall are covered by colorful shell mosaics. One is of the god Triton, who wears a white cloak and carries a large key and crystal. On the key, the words *I passeth through or over the water but am not wetted* appear, written in small letters visible only on close inspection. If the word "sunlight" is spoken aloud, the crystal and key become real and may be detached. The key opens any normal door in Tritonacil.

3. Lounge. This room has comfortable divans and swinging chairs, now in a state of disarray.

4. Male Sleeping Quarters. This room is similar to area 5 (mentioned below), though it contains nothing of value at present.

5. Female Sleeping Quarters. This room has several cots, some of which have luxurious waterproof cloths draped over them. The walls are richly decorated. A crystal dome lets light in through the ceiling; hanging from the dome are 100 10-gp clear gems on threads. On the north wall, a large metal plate is inscribed with the statement: *I lift and lower the sea but have no arms; I fare widely but have no legs; I need no light but my face.* If the solution to the saying (Moon) is spoken, the secret door glows softly and is discovered at once. Otherwise, each character has only a 5% chance of finding the door when searching.

On the floor near one of the cots is a (pet) sting ray covered in the sand which the storm has left in heaps throughout the upper level of Tritonacil; hence, the ray is 90% invisible (sting ray: AC 7; MV //9"; HD 1; #AT 1; Dmg 1-3; SA poisonous sting for 5-20 hp damage and 5-20 rounds paralysis (if save vs. poison failed); AL N).

The beautiful cloth on this cot is a nereid's shawl. A young nereid (95% invisible, except as golden seaweed) sleeps underneath it. She was unable to resist the accommodations that newly deserted Tritonacil seemed to offer and has started to make her home here, having acquired control of the water in this room. She is sound asleep and is surprised unless the party creates a disturbance. Once awake, however, she knows how to handle men. She does not harm party members unless provoked. Her antics bemuse any male human or demi-human, rendering them incapable of doing her harm. Efforts to embrace the seemingly flirtatious nereid arouse her ire, however, as well as that of her sting ray — the latter may feel threatened in any case (nereid: AC 10; MV 12"; HD 4; hp 16; #AT nil; SA blinding spit (effective out of water), control water (see *Monster Manual II*, page 95); SD deadly kiss, mesmerize males; AL CN).

6. Treasure Room. Several empty chests and a finely carved ivory statue of the god Triton remain herein. This statue is worth 5,000 gp due to its exquisite workmanship; its effective weight is 350 lbs.

7. Command Post. Desks and cabinets are tumbled and empty in this room. Upon careful inspection, a map of the terrain of the surrounding area can be found (the map on page 35).

However, the room contains a strong force of tritons who have returned to the manse to recover valuables. They are unaware of the party unless warned by noise and light. After a long journey from their new home many miles distant, they entered through the secret and seldom-used rear entrance and are just ending an hour-long break before beginning their search through the ruins of Tritonacil (tritons: AC 5; MV 15"; HD 3; hp 3-24; #AT 1; Dmg by weapon type; AL N).

The tritons' steeds, 15 giant sea horses, are waiting on the portico (a porch consisting of a roof supported by pillars) just outside the secret door to this room. Watched by a triton armed with a trident (hp 18), the sea horses are able to join a battle if called (sea horses: AC 7; MV //21"; HD 3; hp 3-24; #AT 1; Dmg 2-5; MR 90%; AL N).

The room contains one 8-HD triton with AC 4 from shell armor (hp 40), three with 5 HD (hp 27, 25, 24), and four with 3 HD (hp 22, 20, 17, 16). All of these tritons are armed with tridents and daggers; the leader possesses a *trident +2*. The tritons wear headbands studded with three pearls (each pearl worth 100 gp). While tritons are generally well disposed towards humans, they are quite suspicious of the intentions of anyone encountered in their former home. In the absence of persuasive speaking by party members, or at any sign of hostility or looting, they fight to expel the intruders. Each triton has a 5% chance of recognizing Chartare from his similarity to Chael, but none recognize Greytare.

The room has a tunnel leading down to area 24 on the lower level (the jail). The adventure could end quite quickly here if the PCs manage to get to the lower level where Chael is still imprisoned — but they have no way of knowing this. The tunnel is covered with a metal plate which has been covered over by sand; only the tritons knew the tunnel's location, and they aren't likely to want to tell. The tunnel entrance may be located by those who deliberately search for it on a roll of 1 on a d10 per turn of searching (per character).

8. Reception Area. Three more members of the triton salvage party (HD 3;

hp 20, 16, 13), a 6th-level triton magic-user (21 hp), and a 3rd-level (hp 13) and a 4th-level (hp 17) cleric are consulting here. They can hear loud disturbances in rooms 7, 9, or 10. The magic-user has a *dagger +1*, and he and the clerics have nets. The clerics cast their *light* spells on the eyes of party members they hope to net (if time permits). They also wear headbands with pearl studs (3 pearls per band, 200 gp per pearl). Their spells are as follows:

Magic-user: *magic missile* (x2), *charm person, push, mirror image, web, hold person,* and *slow.*

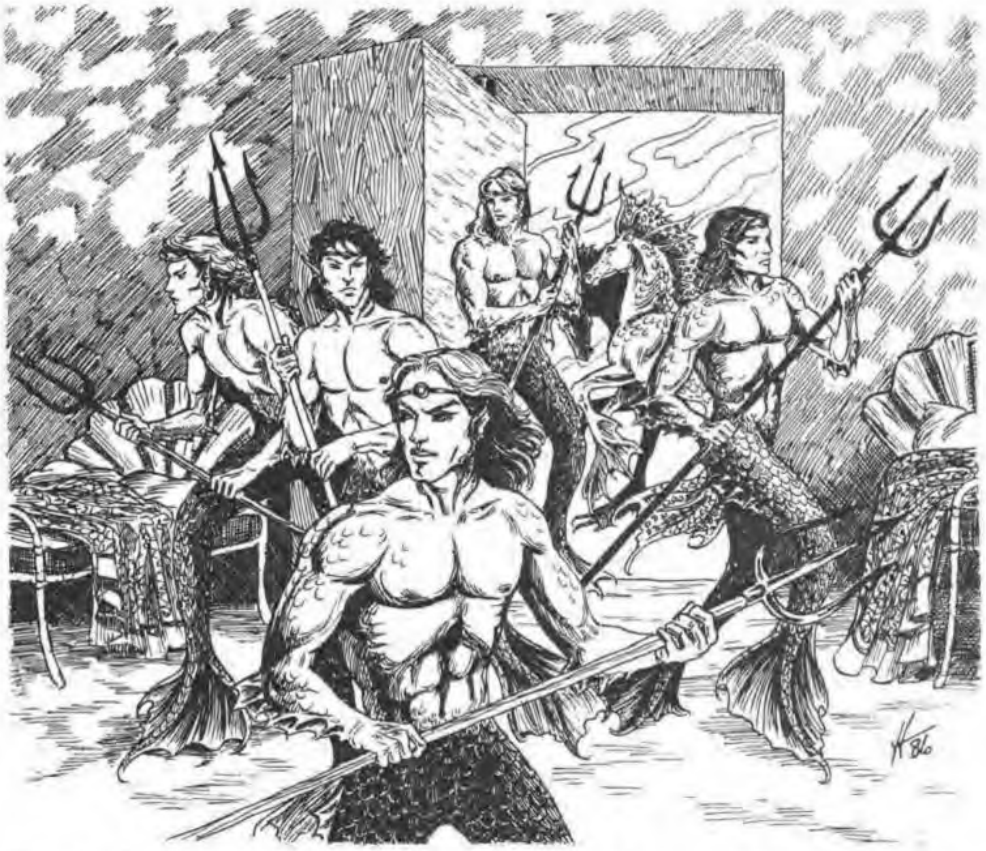
Priest: *light, sanctuary,* and *spiritual hammer.*

Curate: *light, command, cure light wounds, hold person,* and *spiritual hammer.*

9. Leader's Quarters. The triton leader, Quag, is surveying his former quarters. He is a 9-HD (hp 44) warrior who, in addition to his headband, wears a *dagger +3* and carries a *staff of the sea snake*, a *trident +4*, and a conch horn. The staff functions as a *staff of the python,* turning into an 8-HD sea snake on command (AC 5; MV 12"; hp 32; #AT 2; Dmg 1-6 (bite) and 3-18 (constriction); SA constant damage with constriction, bite causes save vs. poison or death; AL N). Quag hears loud disturbances in rooms 8 or 11; at the first sign of danger, he summons six sea lions (see room 23) by blowing his horn. They arrive at the archway to room 10 in one turn and proceed toward Quag's quarters, attacking any unfamiliar creature unless Quag orders otherwise. Quag tries to call the sea lions to his defense, activates his staff, and fights as well as possible afterwards.

Quag's quarters have a floor of sandstone, walls of kelly green, and a ceiling that is blue around the edges of a crystal dome. The east wall is engraved with the words *We are the shining timbers for castles in the clouds*, written in magical script requiring a *read magic* spell. If the word denoted by this riddle ("sunbeams") is spoken, the dome glows, thus lighting a particular area of the room where the secret door to the west can be found within one round. If not, party members who search each have a 5% chance of finding the door.

10. Altar Room. An altar is all that is found in this room of worship. Shell mosaics of the deities Pallas Athena,



Poseidon, Triton, and Amphitrite are found on the walls.

11. Treasure Store. The flagstones behind each door to this room conceal a balancing mechanism that closes the door, locking it automatically, if more than one person steps on the stones. Most treasure has been removed from this room, but amidst the empty chests and coffers can be found 17 pp, 2 gp, and a 500-gp aquamarine that were dropped. The back wall contains a 10′ × 10′ electrum mirror in a gold frame. It is worth 6,000 gp and weighs 100 pounds. Most of its value lies in 50 pearls worth 100 gp each that stud its frame. There are also four large urns in the room — two of rose coral, one of lapis lazuli, and one of malachite — all of which are empty. These urns are worth 100-600 gp each.

12. Library. This room contains many tablets of laboriously engraved stone, most pertaining to important triton-related historical or religious matters. A careful study reveals one explaining the god Triton's magical items and another explaining the riddles engraved here and there in the mansion. There is a 5% chance of discovering these special tablets each time that this room is searched.

13. Crypt. Five triton leaders lie entombed in stone sarcophagi, the lids of which are locked at both ends. Both locks must be unlocked to slide a lid off. Each crypt contains the skeleton of a triton, which appear to quiver and make small movements when the crypt is opened. (The movement is due to tiny air currents created when the lid is moved.) The skeletons are armed, the first with a *short sword +1*, the second with a normal dagger, the third with a *harpoon +2*, the fourth with a *staff of the sea snake*, and the fifth with a *dagger +1, +2 versus marine creatures.* Each skeleton wears 1-4 pieces of jewelry worth 2,000-8,000 gp each. The second also wears a pearl broach of shielding, which is valued at 550 gp if its magical nature goes undetected.

If any local tritons find out that these tombs have been looted, they will become enraged and will enlist any assistance they can find in pursuing the offenders.

14. Armory. This room, as well as rooms 16, 17, and 18, may be entered by

gnome- or halfling-sized creatures through the rent that runs diagonally through the roof of this corner of the mansion. The eastern third of the armory is dimly illuminated by light filtering through the opening. Walls are cracked, and there is a multitude of fallen stones, rubble, and a number of damaged weapons, none of them of any use.

An electric eel has drifted into the room and found its perfect lair; it is hiding, but will be encountered on the tenth round of searching (electric eel: AC 9; MV //12"; HD 2; hp 13; #AT 1; Dmg 1-3; SA one jolt every hour for double damage listed in the *Monster Manual*, page 36; AL N).

On the west wall of the room, the words *Trace Me* and *Always dropped when used, but recovered when not* are written in triton. Speaking the word "anchor" causes the outline of an anchor to appear on the wall. Tracing the outline from left to right causes a magic portal to form, giving entry to room 15. Tracing it again causes the portal to disappear.

15. Special Armory. Many hooks, cases, and shelves are empty. This room is less damaged than many others due to its strong construction, but there are some fallen stones, and many items have fallen or are overturned. The room still contains six sealed pouches. These pouches contain oily pellets which have magical properties — *extra healing, undead (ghoul/lacedon) control, diminution, healing, storm giant strength*, and *invisibility* — when swallowed by tritons. Only the pellets in the second and fifth pouches work for those who are not tritons. The second pellet is nauseating, and an imbiber must save vs. poison to avoid vomiting, negating the pellet's effect. The pellet is not really poisonous, however, and if the imbiber does not vomit, he gains its power against all kinds of ghouls. The fifth pellet is caustic. A small bite does 1 hp damage, swallowing the whole pellet causes 10 hp. The imbiber does, however, gain storm giant strength in this event. The room also contains a *scroll of protection from evil*, a *scroll of protection from possession*, a *ring of protection +1*, a *short sword +1*, a *javelin +2*, *bracers of defense AC 4*, and a *wand of negation*. These items can all be found if the room is searched (one item per five rounds).

16. Recreation Hall. This disordered room contains targets, blunted weapons, and dicing games. Any noise in this room awakens the occupants of room 23 (through the tunnel in the floor) who appear in 2-5 rounds. (The southwest corner of this room is illuminated by light from a rift in the ceiling. See room 14 regarding possible entry through this rift.)

17. Storage Room. This room contains small stone containers holding the following items: agar, barley, fennel, rhubarb, parsley, and tarragon. The ceiling is badly damaged, and the northeast corner is dimly illuminated through the crack in it. A gnome has a 70% chance of detecting unsafe ceiling; a dwarf has 50%. Large stones fall every five rounds as the ceiling continues to collapse, hitting a character at random for 2d6 damage. An alert character who rolls less than his or her dexterity on a 1d20 takes only 1d6 damage.

18. Kitchen. This room can be entered as room 14; the southwest quarter is dimly illuminated. The kitchen has normal furnishings and shows signs of the upheaval caused by the storm. Pots and pans are scattered on counters, some cabinets have fallen, and stools are overturned. Hiding in this room are a party of locathah mounted on giant eels. They trailed a party of koalinth to Tritonacil and had just begun to search the manse when their mounts' lateral line organs warned of a very large monster's approach. They quickly slipped unnoticed into this room and are now ready to ambush anyone who enters. The leader is a 4th-level fighter (hp 18) and his assistant is a 3rd-level fighter (hp 14). They each have a trident and a net. The other locathah have 12, 10, 10, 9, 9, 9, 8, 8, and 7 hit points each. The first three have lances, the next three have tridents, and the last three have light underwater crossbows; all ride giant eels (hp 23 apiece). They loose their missile weapons and charge in twos and threes if attacking. They carry no treasure, but all have ivory-hilted daggers. The ornate workmanship makes them worth 50 gp each.

The three crossbow-users float in the extreme upper northwest corner of the room; the leader and two lancers are on the floor, 30' from the door in the east wall. His assistant and the other lancer ride high 30' southwest of the door; the three locathah with tridents float low in the extreme southeast corner of the room. They rely on the fighting qualities of their mounts as much as on their own abilities.

Locathah: AC 6; MV //12"; HD 2 (unless stated otherwise); hp stated above; #AT 1; Dmg by weapon type; AL N).

Giant eels: AC 6; MV //9"; HD 5; hp stated above; #AT 1; Dmg 3-18; SD can detect approach of large creatures within 120'; AL N).

19. Kitchen Storage. In the pantries are 20 small stone containers of herbs and spices, 10 barrels of fish (now spoiled), and 15 stoppered urns containing the flesh of various mollusks. The barrels are tumbled, and some are split. Wrapped bundles of squid and octopus tentacles (now terribly decayed) hang from the ceiling. A giant marine spider has made an airy lair amongst the wreckage in the southeast corner of the room. It charges out at anyone entering the room (giant marine spider: AC 4; MV 15"; HD 7+7; hp 40; #AT 1; Dmg 3-12; SA bite causes paralysis (save vs. poison); AL N).

20. Dining Room. This room contains several tables and chairs, and it has a locked cupboard in each corner. The cupboards contain nothing but stoneware and appealing busts of Triton (one per cupboard) worth 10 gp each. The southern door to this room has been broken loose from its mountings by a huge monster, a great white shark, which has followed some very interesting scent traces into the mansion. It is 30' long and, though agile, has some trouble maneuvering in these rooms; its attacks are at -4 to hit (shark: AC 5; MV //18"; HD 12; hp 65; #AT 1; Dmg 5-20; AL N).

21. Garden. Unusual and beautiful sea plants line this unroofed area. From the center rises the 80' stone tower topped with a statue of Triton. A stone path with four benches surrounds the statue. If characters explore the tower, they may think they see outlines of secret doors or concealed portals, but the tower is quite solid. The seams it seems to show are merely products of its construction or insignificant hairline cracks in its outer surface.

Lower Level

The tritons excavated utility areas under the southeast portions of Tritonacil, but terminated their excavations when they ran into faults in the rock strata. Because the tunnels bend a bit going from the two levels, the entry and exit holes do not necessarily line up exactly.

The triangular lower level of Tritonacil is roughly worked and very dark. It shows, except for the newly opened cracks, less evidence of storm damage than the upper level; as a result, little sand has been deposited here.

22. Guard Post. This security area is a long hallway with furnishings for the few men-at-arms usually assigned to duty here. Additionally, the tritons took their hippocampi to and from the stable nearby through here. It is now occupied only by fish: three floating eyes (AC 9; MV //30"; HD ½; hp 3 each; #AT nil; SA *hypnotism*; AL N) and two barracuda (AC 6; MV //30"; HD 2; hp 12, 10; #AT 1; Dmg 2-8; AL N). This pack is looking for dinner, having been attracted by the noise in room 26. They are not surprised by anyone who enters the room from that direction.

23. Sea Lion's Den. The tritons on the upper level loosed their trained sea lions immediately upon arriving at Tritonacil, but these creatures went straight to their old lair instead of exploring the ruins. Six are now in the shell-lined room. Four (hp 31, 28, 23, 17) are sleeping, but two (hp 36, 16) are awake. These creatures are not sure what, if anything, awakened them and are too tired to investigate unless they hear another loud noise. The floor is littered with bones, but the den contains no valuables (sea lions: AC 5/3; MV //18"; HD 6; hp stated above; #AT 3; Dmg 1-6/1-6/2-12; AL N).

24. Jail. There is an exercise area and six cells along the walls. The cells are stone, with stone doors that have small windows shaped like the head of a trident. The three northern cells stand open. Cells A and B are empty. Cell C contains the remains of a triton guard struck down by the prisoner he was freeing. Three lacedons (AC 6; MV 9"; HD 2; hp 14, 12, 10; #AT 3; Dmg 1-3/1-3/1-6; SA touch causes *paralysis*; SD immune to *sleep, charm*; AL CE) are in this cell, where they have been feeding on the body. The guard's keys lie where they fell from his hand, but his weapons and valuables are gone. Cell D is still locked; it contains the floating corpse of a merman. Cell E is locked but empty. Cell F contains an exhausted and dozing female aquatic elf — Chael. She is a cleric and has sustained herself with *create food* spells. She is, however, out of spells now. Though she feared sleep since the lacedons entered the jail, knowing she must be awake to turn them if they find a way to enter her cell, she has finally fallen into a light slumber and is not able to warn the party of the danger.

If awakened, Chael moves only at half speed and cannot use spells until she has had at least seven more hours of sleep (as well as time to pray). She is reticent, although thankful for freedom, unless she sees Greytare or Chartare. Then Chael and her kin rejoice. The latter gladly give their treasure shares (but not magical items) to the party in gratitude for the miraculous rescue.

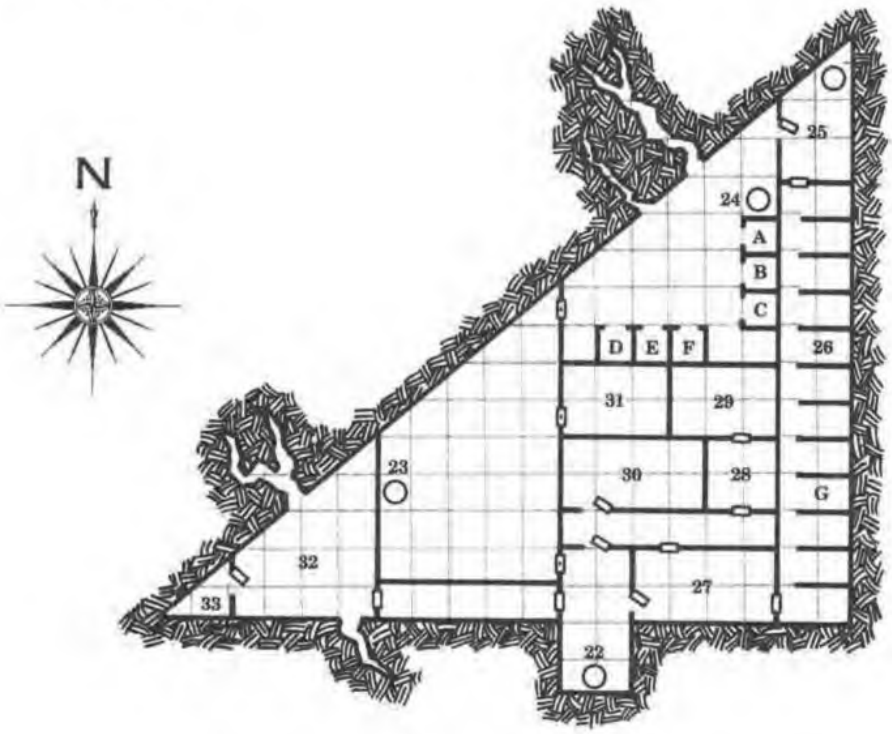
Chael knows little of events at Tritonacil. She can say only that the triton jailer began releasing prisoners when the tritons evacuated as the manse threatened to collapse at the storm's height. Two koalinths were freed and gladly fled, but she saw the sahuagin prisoner attack and slay the triton as soon as the door to his cell was opened, then flee with the jailer's weapons.

Chael: AC 10; MV 12"; C5; hp 19; #AT nil (at present); Dmg by weapon type; S 8, I 15, W 16; D 14; C 10; Ch 17; AL CN. At present, Chael has no personal belongings whatsoever; all of her adventuring gear was taken away by the tritons. Chael is an extremely outgoing and free-willed individual who never seems content. She is usually in constant motion, and her personality is lively and sparkling. Though she also tends to be unpredictable and has a short memory for details, she is a valuable and energetic ally — when circumstances permit.

25. Guard Post and Entrance. The exterior tunnel entrance leads to the door to room 25, which was not barred from within after the hasty evacuation.

26. Stable. Dark and smelly, this stable is laid out for hippocampi, whose nests lie in partitioned stalls along the side. It is currently occupied by a forag-

TRITONACIL
Lower Level



ing party of 25 koalinths, who entered through rooms 22 and 27. One clan leader (HD 2+2; hp 11) armed with a trident and six followers (hp 8, 7, 7, 4, 3, 2) are contemplating the closed door to room 25. The other clan leader (HD 2+2, hp 16) has a bill-guisarme. He and four followers (hp 8, 7, 5, 4) armed with spears keep an eye on the door to room 27, which presently stands open. The other 10 ordinary koalinths (hp 9, 7, 6, 6, 6, 5, 5, 4, 4, 3) all have spears and are poking about half-heartedly in the abandoned hippocampus nests. These koalinths all have daggers as their second weapon.

The koalinths have found no treasure yet, but each carries 2-16 sp and 2-8 gp. The clan leaders each carry a 100-gp piece of amber (koalinths: AC 5; MV 9"; HD 1+1 (or more); hp stated above; #AT 1; Dmg by weapon type; AL LE).

27. Lounge. This is a roughly furnished, multi-purpose area where off-duty guards might take a break, socialize, or perform minor tasks. It is deserted.

28. Tack Room. Some of the light harness used on the hippocampi, veterinary supplies, and odds and ends remain here. Nothing is of value.

29. Storage Room. This is a feed room; most of the vegetation stored here has rotted.

30. Infirmary. Cabinets lining the walls contain many medical implements, waterproof bandages, and three jars of salve (*Keoghtom's ointment*). The latter supply is for ingestion, since topical medicines don't work well underwater.

31. Storage Area. Meat for the sea lions was stored here. It has rotted, creating the equivalent of a *stinking cloud* in the stagnant water. Characters who enter the room must save vs. poison or be affected as if by the spell. The odor in the water does not disperse for at least two weeks.

32. Storage Room. This storage area contains piles of building materials, bales of cured seal skins and walrus hide, barrels of tallow, cod liver oil and whale oil, casks of fish roe, a heap of walrus ivory (420 tusks worth 10 gp each), and odds and ends of all sorts. Two of the 12 casks are sturgeon roe worth 1,000 gp each. The 10 bales of seals skin are worth 50 gp each. The 15 bales of hide are worth 10 gp each; barrels of tallow, whale oil, and cod liver oil are worth 5, 20, and 30 gp each; roll 1d10 for how many barrels of each type are found.

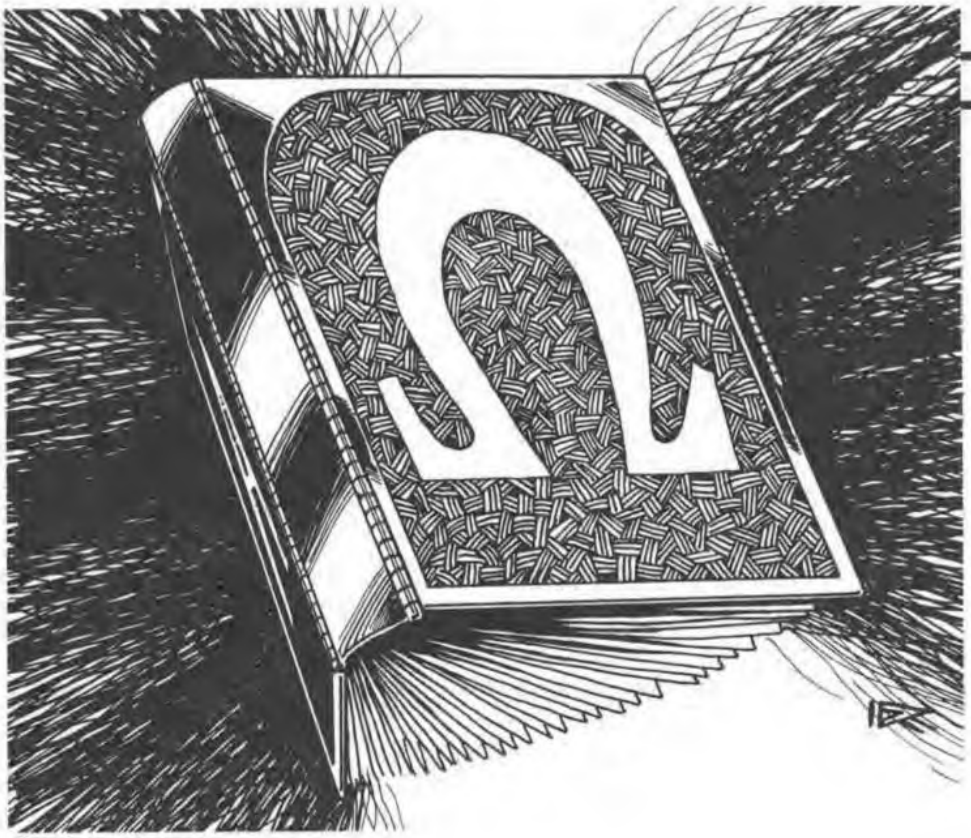
Hiding in the northeast corner of this room is an eye of the deep. The eye has been watching the occupants of room 33 ever since it trailed them here half a day ago. The eye is well hidden and can only be surprised by a quiet, careful scout on a roll of 1 on 1d6; it surprises on a roll of 4 or less (eye of the deep: AC 5; MV 6"; HD 10; hp 48; #AT 3; Dmg 2-8/2-8/1-6; SA *stunning light* in 30'-long cone 20' across (save vs. death magic or stunned 2-8 rounds), *phantasmal force* OR *phantasmal force* and *hold monster* spells; AL LE).

The walls of this room have split along pre-existing fault lines. Only a halfling or gnome can squeeze through the narrowest portions of the split in the north wall.

33. Storage Room. Five aquatic ogres (AC 4; MV 6"//12"; HD 4+4; hp 24, 23, 22, 22, 20; #AT 1; Dmg 1-6/1-6/2-8; SA attack from surprise 1-4 on d6; AL CE); armed with spears (2-12 hp damage, hurled in first round of melee) have been sampling the leftover stores here. They came into Tritonacil after seeing the tritons flee the area, but are not aware of the eye of the deep in room 32 which has tracked them.

Concluding the Quest

Several further adventures could be developed for the PCs if Chael and her family are rescued. The pirates who served under Bloodric could come looking for the PCs, fully armed and ready for war. The vengeance of Greytare still produces fallout in the undersea world as the offshore area, now without the stability of the tritons, fills with new creatures — perhaps unfriendly ones like ixitxachitl, koalinth, and sahuagin. Greytare may repent and ask the PCs to call the tritons back, hoping to make peace with them in some manner (using the PCs as diplomats). The PCs themselves, if able, may wish to continue exploring the undersea world with the help of Greytare and his family.



THE BOOK WITH NO END

BY RICHARD W. EMERICH

Out of the eons, the deadliest artifact

Artwork by Roger Raupp
Cartography by Diesel

As a chemist for a Connecticut environmental lab, an avid science-fiction reader, and a 10-year gaming veteran, Richard Emerich doesn't have a lot of time for other hobbies — but he does quite well with the ones he has. This module came into being because Richard got tired of seeing gamers get "nice" magical items; Monty-Haul types may well bite off more (much, much more) than they can chew.

This AD&D® game adventure is designed for 6-8 characters of 8th-12th level. At least one magic-user is required, and fighters and thieves would be very helpful. Magic-users may have a special interest in this quest due to the nature of the item for which they search. Traps and puzzles are a dominant theme, and problem solving is necessary.

As always, the Dungeon Master may locate this adventure in whatever part of his campaign world fits the situation best. The introduction to the adventure may also be changed to fit the campaign circumstances as desired.

Adventure Background

Having announced your availability as adventurers for hire, you've been contacted by a locally noted mage named Xavian, who wishes you to search for a special magical item which he has been researching. Today, you meet with him at his manor estate in Carvet City to discuss your mission.

"My friends," the elderly gentleman begins, his flowing cyan robes continuously swirling in a magical breeze that surrounds him, "I have been looking throughout the many manuscripts, tomes, and books which I have accumulated over the years for but one thing: a magical, mystical anthology known as *The Book With No End.* From what I have read and magically sought, I believe that this lost artifact may be within my — uh, our — grasp, just waiting to be rediscovered."

Xavian then unfurls a thick parchment on the table in front of you and shines a globe of wizard-light over it. [The DM should make a copy of the map on page 43 available for the players at this point.] "Here we are, in Carvet City," he states, placing a

finger on the city's symbol, which then magically glows vivid crimson. "As you know, to the southwest lies a range of tall mountains, the Flandrians. Above the range is fertile grassland, but below it is only arid desert.

"It is my belief, from my arcane studies, that this desert was once a tropical zone rich with flora and fauna. It was also the home of a certain wizard — his name is not important — who had in his possession powerful magical energy which he bent to create this *Book With No End.* I'm not certain if he succeeded, but that tropical zone became desert as an end result of his use of the *Book* — of that much I'm sure.

"In any case, I've discovered where this wizard's home once stood, as the magical barriers that once guarded it seem to have faded over the ages. The wizard lived here." He points to a blue circle in the desert zone, which lights at his touch. "This area of the desert is your destination."

"I've arranged to have two pack horses loaded with extra water, food, and climbing equipment for your use. You must use your skills to climb the mountains, cross the wastelands beyond, and somehow locate this wizard's home. I give you this map to help you find your destination. It was created through many long hours of spell work, and should be accurate to within about one mile. You must navigate the monotonous dunes in some way, using what landmarks you can, to reach this place.

"Now, about *the Book With No End* itself. It should be about fifteen inches long and ten inches wide, with anywhere from one to ten inches of thickness. My magical divination suggests that it is bound with hard, dark red leather, probably has gold or silver edging, and should have gold hinges and clasp. Upon it should be two identifying sigils, an Alpha and Omega. As to its powers — let me say that I have no actual idea of what to expect from it. All that I do know is that it contains some spells, perhaps long forgotten or perturbed by present-day magic-users, so for this reason alone I desire it. Its name implies that it has no end, but what this means I haven't been able to determine.

"I do not know what you can expect once you get to this place, since it has probably acquired different denizens than it originally had. But, I am asking you, the most experienced of my associates, to search for this *Book.* As always, I will pay handsomely: 1,000 gold pieces for each of you, plus a traveling allowance of 100 gold pieces, and one *potion of healing* apiece. When you return with the *Book*, the usual 10% award will be given to your group once I have assessed the *Book*'s value.

"That's all, then; you are to be on your way. Good luck my friends, and may knowledge be your guide and our reward!"

It is required that at least one character in the group be a magic-user. As indicated, the PCs have, in addition to their own equipment, two pack horses which carry two weeks' worth of food and water for eight people, two grappling hooks, 500' of rope, and 10 blankets. Each horse also has its own set of saddle bags, capable of holding oats for it for two week's duration.

The characters are each given 100 gp to purchase any traveling necessities and adventuring equipment, and may do so before leaving on their adventure.

For the Dungeon Master

Twelve centuries ago, a powerful wizard, Magus of Trelm, began thinking about world domination. Actually, he had been constantly thinking about ruling everything since his adolescent years, when he discovered that the ancient art of sorcery came easily to him. Soon, his arcane strength matched the strength of his megalomania.

He built for himself a tower in a remote jungle, far from the prying eyes of his so-called colleagues, and began doing research with one goal in mind: to create a powerful device through which his already mighty powers would be increased to a point where no other magic-user, man, or group of men could stand against him. He spent a difficult three decades doing research and planning to develop this universal, omnipotent device, which would amplify his own powers, add to his abilities, and finally allow him to be above all other men in his rightful place as king of the world.

But Magus's megalomania continued to push him toward his goal with more and more speed. Every day that he was kept back from his place as Overlord to mankind caused him more pain, more anger, and made him work faster. Without realizing it, his megalomania caused him to be inaccurate, and occasionally he forgot about necessary precautions intrinsic to the preparation of magical devices. Finally, in his desperate attempt to shorten the time needed to create the device, he cunningly plotted, and then carried out, the murder of no less than 16 lesser magic-users, instilling their life-forces into the device as its basic power, instead of slowly accumulating in the device parts of his own arcane energy. He would have his world rulership right away.

The resultant arcane device took the form of a tome, dubbed *The Book With No End* by Magus, because it could provide him with powers close to the infinite, and it had the ability to accumulate spells or powers "with no end limit." With the *Book* finally complete, Magus went forth from his tower home and brought the *Book's* power out in a test, ordering man and nature within 100 miles to bend to his will.

The result of this test was devastating, for instead of becoming master of man and nature, the *Book* obliterated everything in this area, draining the available energy and leaving a desolate wasteland in its place.

His vision of world domination ruined, the stunned Magus could not accept that anything he had created could be flawed. This and the subtle influences of the *Book* itself caused Magus, already mildly insane, to become uncontrollably mad. His personality was shattered and warped; a megalomaniac side to his nature fought a paranoid subpersonality, and his persona eroded rapidly afterwards. Magus eventually died, consumed by his tome, leaving his flawed creation protected by the queer enchantments and powerful protections in his tower home.

Thus, *the Book With No End* started in maleficent creation through the homicide of 16 magicians, but ended in the destruction of its creator and the absorption of him into the pages of its own text (see Appendix 1).

During his regression, the fragments of Magus's personality fought for control of the body. The paranoid part left some record of the *Book's* dangerous abilities in the form of warning verses

left in inconspicuous places around the tower home. His megalomaniac side left bolder declarations of his own grandeur and the *Book's* power. These warnings and declarations act as clues for an adventuring group of characters, giving hints about the *Book's* powers, its creation, and its location in Magus's home.

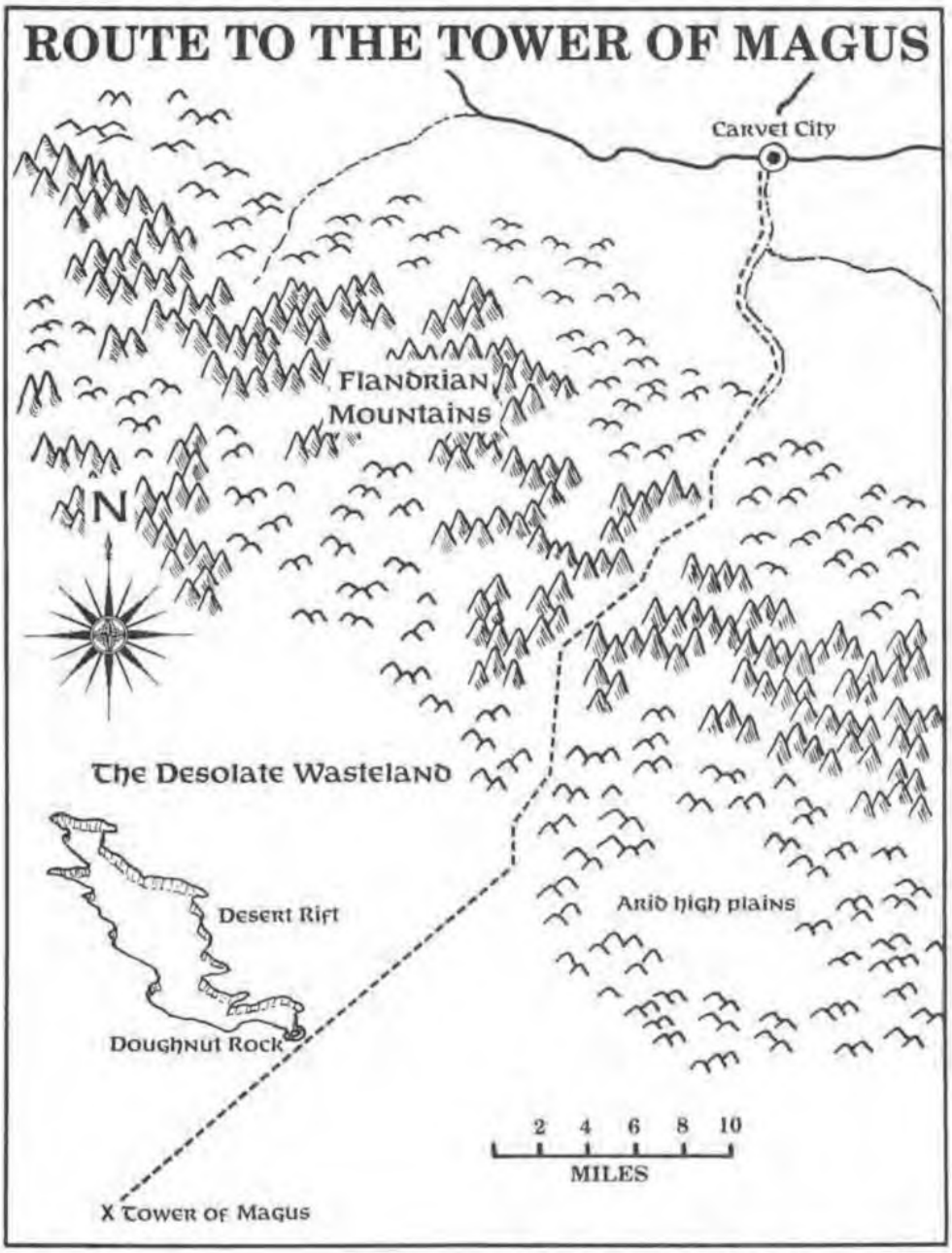
Magus's tower home is a reflection of his megalomania and paranoia, and was magically built by him with secret passages, spy holes, traps, and magical protections. His inner sanctum of workshops is accessible only by *wizard locked*, secret doors. All treasure is kept behind several phases of nonmagical and magical traps. Finally, his most prized possession (and the source of all of his ills) is kept under extraordinary protection in its own chamber, its whereabouts given only in the strange clues the adventurers may find in the tower.

If the player characters return with the *Book*, Xavian assesses it to be valuable, although possessing a latent, maleficent power, and rewards each player with an additional 2,000 gp worth of precious gems and an additional *potion of healing* and *potion of sweet water.* (This reward should not be figured into the player's experience.) Calculate experience according to the method listed in Appendix 2.

Starting the Adventure

The Flandrian Mountains have no man-made road nor well-traveled pass through them, since there is nothing worth accessing beyond the range. At the point where the characters cross these mountains, the range is about 10 miles wide. In addition, there are hilly regions about five miles wide before and after the range. These hilly regions can be crossed on horseback, but the mountains require the characters to walk and lead their horses. Movement on horseback in the hills is 20 miles per day; through the mountains (on foot), it slows to 5 miles per day. Consult the *Dungeon Masters Guide*, page 58, if other than average burdens on foot or medium horse are carried.

The Flandrians are not greatly populated with wildlife or denizens, so encounters occur on a 1-3 on 1d10, checked for at dawn, noon, dusk, and midnight. Statistics for each encounter should be developed by the DM prior to play.



Mountain encounters

d100	Encounter
01-25	2-5 brown bears
26-30	1-2 dragons: 40% red, 30% white, 30% copper
31-45	2-7 giants: 40% hill, 60% stone
46-65	10-30 goblins, with 2-6 hobgoblin leaders
66-70	5-10 trolls with one giant-troll leader
71-90	Rock slide*
91-00	2-12 worgs

* Rock slide: About four tons of rock suddenly gives way 100-300' above the party. Unless the characters take cover (don't forget the horses!), they are swept away or covered with rock and die. If a character can only find partial cover (which covers 10% to 70% of him), he takes 3-30 hp damage 70% of the time or is swept away 30% of the time.

On the southern side of the Flandrian Mountains lies a desolate wasteland in which temperatures reach 100°F during the day and drop to around 20°F at night. The air is quite dry, and there are seldom clouds.

Each character must consume a minimum of one quart of water per day (four quarts for horses) in order to avoid dehydration and sickness. If a character fails to do so, consult the dehydration table. Movement values are 20 miles per day on horseback and 10 miles per day on foot. See the *DMG* for further information.

There is even less wildlife here, so encounters occur on a 1 on 1d10, checked for once per day at dusk. No statistics are given for these creatures; each encounter should be developed by the DM prior to play.

Desert encounters

Result, 1d100	Description
01-35	Dust pit*
36-50	1-2 dragons: 70% blue, 20% red, 10% copper
51-75	Sphinx: 50% crio-, 40% gyno-, 10% hierarco-
76-90	1-6 poisonous snakes
91-00	2-5 dustdiggers, arranged at least 20′ apart

* Dust pit: These pits are filled with light, fluffy sand particles, indistinguishable from heavy sand. The pits range in diameter from 10-60′ (1d6) and are usually formed in an inverted cone, some as deep as 50′ (20-50′ deep). Characters falling into a pit immediately sink to the bottom and suffocate in two rounds. Such victims cannot climb out: the dust pit's sides are not solid enough for a foothold. A rope can only be lowered if weighted with 10 lbs. or more, and it has a one time chance of 20% that the victim grabs it in time. (A simpler rescue method would be to use a spell to fly into the pit while holding one's breath, and drag the bottom for the victim.)

Effects of dehydration

Quarts of water consumed per day	Adverse effects
1 or more	None.
¾	Difficulty focusing eyes on distant objects; −2 on medium and long range missile weapon shots.
½	Same as above; weakness in limbs, causing −2 to hit in melee; reduces foot movement by half.
¼	Same as above, with −4 on all melee and missile combat; reduces foot movement by half; 15% chance of fainting per hour, for a 10-minute duration.
⅛ or less	All combat at −6; movement reduced by ¾; 50% chance of fainting per hour, for 15-minute duration; skin dehydrates and cracks, causing 2-8 hp of damage per day and 1-4 additional hp per hour if moving.

The above table is for use only when characters are in the Desolate Wasteland. If a character goes from consuming one or more quarts of water in a 24-hour period to none the next day, use the "½" category for the first 24-hour period and the "⅛" category for the following 24-hour periods. Any character going without water for four 24-hour periods falls unconscious for 1d8+1 hours, after which the character dies.

A *heal* spell cures dehydration, restoring the character to normal, as if he had consumed one quart of water in the table above. This healing allows the character to go for an additional day without water before manifesting any adverse affects.

The series of fractions in the table above denote rationing possibilities. If fractions other than those listed are given, round down to the closest one listed to determine the adverse effects.

Finding Magus's Tower

Because the characters' destination is given in no exact terms, some searching must be performed to find the location of the *Book*. The characters do have a few landmarks to go by (namely the Desert Rift and the Arid High Plains), but without some other sort of guidance, they become lost among the monotonous dunes of the Desolate Wasteland — a fate which has befallen several other groups of adventurers over the years which sought the same book. Indeed, the scattered nature of the legends, the

isolation of the area, the presence of the hostile desert and mountains (and their inhabitants), and the pitfalls on the way to and inside the tower of the Magus have eliminated all those who sought to recover the tome. The *Book* is now considered only a curiosity in the annals of magical lore, and no one knows of its darker intent and powers. At present, only Xavian has any interest in finding the tome itself.

In this AD&D campaign setting, there are no compasses available. There are, however, several other means available, both magical and technological in nature. The technological means available are navigation by the stars or through the use of a sextant. The magical means use spells of divination or location, plus some unreliable enchanted items available in any market square.

The map that the character's have been given is relatively accurate, having been made from numerous nondescript references and magical divinations obtained by Xavian. Thus, one needs only to *maintain* a certain bearing as measured from the southeastern edge of the Desert Rift. But with the miles of intervening desert offering no additional landmark, navigation by the North Star (which, like the real world, remains fixed due north) or by use of a sextant will be necessary. Consult the tables below for each type of navigation. If the characters decide to use a sextant, requiring one of their group to have a secondary skill as a sailor or knowledge in navigation or astrology, they must first purchase one. Since the nearest navigable body of water is some 300 miles distant, a sextant is a rare and very costly item to import. However, there is one available for the game at a cost of 1,000 gp in the market of Carvet City. Navigation by the North Star also requires that one of the characters have a secondary skill in either navigation or astrology.

On the magical side, a *find the path* spell would be useful, but only when the characters come within a few miles of the site, since the spell has a short duration. A *commune* or *divination* spell could be employed to question the gods about the book and its location. Alternatively, a *cacodemon* spell could be used to summon a creature from the lower planes for questioning. Since these creatures often have vast resources of knowledge to draw upon, the characters may obtain some information by this risky means. Riskier than this would be the use of a *gate* spell and magical protection circles to summon such a creature. However, since the creature would not be magically bound to obey, treasures would have to be offered to cajole the creature into divulging information. There is no guarantee that the creature will give any information, nor is there any guarantee that the characters won't be attacked.

Finally, there is a library in Carvet City which the characters may wish to consult before their journey. They have a slim chance of finding some pertinent information about the *Book* and its whereabouts, but since it took their employer years of such research to find what he already has, it is highly doubtful that they will obtain anything useful. Yet, do not tell this to the characters, and instead allow them this option if they ask for it. Consult the following table to see if they are successful, and if so, consult Appendix 3 to see what information they find. Check for these results at the end of each day they search for information (rolling only once).

North Star navigation
(Check at the end of each night.)

1d6	Result
1	Miscalculation: The party veers 10° from the intended path (1-3 on 1d6, right; 4-6 on 1d6, left). At the end of the night, the group is off by 4 miles.
2	Miscalculation: The party veers 5° from the intended path (1-3 on 1d6, right; 4-6 on 1d6, left). At the end of the night, the party is off by 2 miles.
3-6	Correct calculations: The party maintains the same course throughout the night.

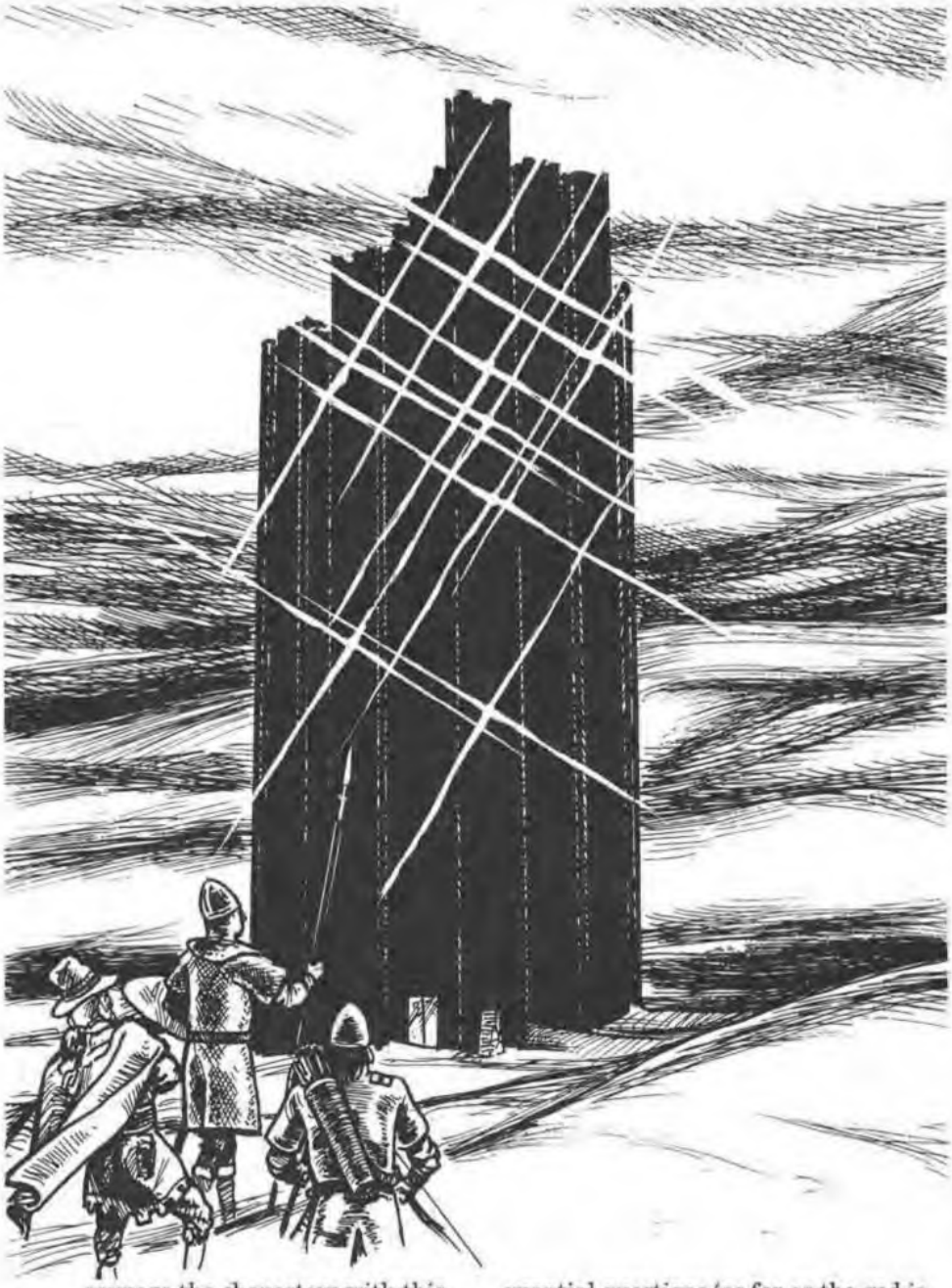
Sextant navigation
(Check at the end of each day.)

1d10	Result
1	Gross miscalculation: Improper use of sextant (an unseen maladjustment) results in a 15° deviation from the intended path. At the end of the day, the party is off by 6 miles.
2	Miscalculation: See result for "2" in North Star navigation table.
3-10	Correct calculations: The party maintains the same course throughout the day.

The correct course heading from Carvet City that the characters should choose for their trip is 230°, based on 0° as north, 90° as east, 180° as south, and 270° as west. The players may use a protractor to measure this, since the characters would have a device which could measure angles. The characters *must* state a heading in degrees so that the DM can determine their course based upon their mode of maintaining it. Without a stated destination heading in degrees, the characters wander aimlessly about the Wasteland. It is suggested that the DM keep his own map of party movement as determined by the preceeding tables.

Library research
(Check once at the end of the day.)

1d100	Result
01-85	No reference to the *Book* or its location is uncovered.
86-97	The day's work reveals some obscure references to check the next day. (The DM should en-



courage the characters with this news. Roll again the next day with a +40 modifier.)

98-00 Exact information, although obscure, is obtained. (The DM should turn to Appendix 3 and roll randomly to see what information is found.)

The DM must use wisdom when the characters attempt to gain information by magical means. The clerical spells of direct communication to the gods must be handled with strict restraint. The mortal is bothering a god with inconsequential questions (as far as the god is concerned), and short or ambiguous replies may be common.

Spells determining the actual location of the *Book*, namely *find the path*, are limited by spell duration and (possibly) range. The DM must keep careful and accurate records of the time spent searching and not allow the characters to abuse these spells. Spells such as *locate object* are almost useless, since they require a prerequisite familiarity with the object; the *Book* has never been seen by the characters.

Use common sense when playing the part of a deity who answers questions or when giving magically obtained information to the characters. Give only the information they ask for; do not volunteer any. (It is suggested that the players submit a list of questions to the DM if a divination spell is to be cast, thus allowing the DM time to consider his answers, instead of answering offhand.)

Magus's Tower

The following describes the things seen as the characters approach Magus's home. All sections in boxes are to be read to the players. Read only those sections in italics if the characters meet those conditions that allow them to see, hear, or feel what these descriptions convey. All other sections are for the DM's eyes only and should not be read to the characters unless otherwise noted.

Approaching Magus's Tower (during daylight hours)

> As you reach the apex of a tall dune, you see before you a tall, weather-worn tower of crumbling black stone. From your vantage point (some 400 yards away) the tower seems to be speckled with small, colored, blinking lights, clearly defined against the dark facade. The tower stands alone, harshly defined against the bright, amber sands of the Wasteland.

As the characters approach the tower more closely and come to within 100' of it, describe the following.

> Now that you are closer, you can see that the tower has many large gemstones set into it; these reflect the sunlight in the many colors that you saw on the distant dune. The facade is rough and uncared for, and shows heavy signs of wind and sand wear. A set of tall, narrow double doors set into the tower's base on the northern arc, however, show no signs of age. They remain glistening with polished gold foil, and the relief work on each door and the frame still show the fine lines of delicate artistry.
>
> To the right of the 20'-high doors is a large, rectangular placard, bearing a score of tall, black runes on a silver base. It, too, shows no sign of natural wear.
>
> These double doors are the only

portal visible on the tower; they have no handles, knobs, or levers. You see no way to grab them and pull them open, nor is there any visible lock or key hole.

Approaching Magus's Tower (during dusk, dawn, or night hours)

As you reach the apex of a tall dune, a sudden flickering of minute lights catches your eyes. After some searching for the sources of these lights, you see a tall tower outlined against the dark sands by the moonlight and the dim glow of the horizon. From this conical shape come the tiny pulses of colored light that caught your eyes originally.

As the characters approach the tower more closely, they need some sort of light source to see efficiently. Describe the following only if a light source (lantern, torch, *light* spell, etc.) is used.

The light illuminates part of the building in front of you, revealing a rough and wind-worn facade into which large colored gemstones have been set randomly. The gemstones within sight appear to be unaffected by the elements, unlike the tower's surface, which has had pieces broken off and spots worn rough by nature.

Your light also shines upon a set of tall, narrow double doors set into the tower's base on the northern arc, which are plated with gold foil and untarnished. The doors have four small relief scenes depicted on each, showing various types of beautiful landscapes. To the right of these doors is a large, rectangular placard, bearing a score of tall, black runes on a silver foil background. It too shows no sign of wear and remains glistening in your light.

The double doors are the only portal visible on the tower; they have no handle, knob, or levers immediately visible. You see no way to grab them and pull them open, nor is there any visible lock or keyhole.

The doors described in the preceeding sections are magically locked by a *wizard lock* spell (cast at 20th-level proficiency). To open the doors, the characters must employ either a *dispel magic* or *knock* spell. No amount of physical force will force these doors to open. If a *knock* spell is employed to gain entry, note that the *wizard lock* spell is not dispelled, but is negated for 10 minutes (one turn; see *knock* spell, page 70, *Players Handbook*). A successful *dispel magic* spell will remove the *wizard lock* spell. The door closes automatically unless propped open.

The silver placard with the large, black runes to the right of the door is written in a forgotten language, and anyone attempting to read it needs to cast a *comprehend languages* spell first. If this is done, the sign reads as follows (read this to the characters, if they cast the spell):

Debase yourself before the Master of All,
He will summon you to his hall,
And you shall know fear.

This sign was merely an egotistical statement by Magus, but it should give the characters a warning about what to expect. It also may give them confirmation that this is the place they seek, by the words "the Master of All."

Inside the Tower

The size of the inside of Magus's home cannot be determined from the outside, since this long dead wizard had dimensionally warped the space inside his home to conform as he wished it. The wizard's home is actually built like a squat cylinder, with a 150′ radius and 20-30′ ceilings.

Unless noted otherwise, the floor and objects in the rooms or areas within Magus's home are free of dust and are well preserved through the use of magical spells. All items so preserved (if detected for) emit a very weak but noticeable magic aura.

The air is kept at a constant 72°F through magical means. All doors, secret or normal, close and lock within 30 seconds if not propped open. There is no light source in any room (unless otherwise indicated), although some rooms do have the capability of producing light through the use of serviceable lamps or torches.

Entry into or out of Magus's home through the ethereal plane or by the use of teleportation is prohibited by ancient, but still operating, spells. Characters who assume gaseous form and try to slip into the tower are also deterred, finding an invisible, magical barrier preventing them from entering.

All walls, doors, ceilings, and floors have ¼" of iron plate sandwiched in them, preventing *passwall* spells from operating, since the spell only allows passage through wood or stone.

Due to defensive magic still in operation, invisible characters are outlined by a clearly visible *faerie fire* (or brilliant yellow-green color). This occurs anywhere in the tower, but only to the characters. A *dispel magic* cast upon a character outlined in this way removes *faerie fire* 50% of the time and removes the *invisibility* the rest of the time. But it matters not, since the defensive magic simply places another *faerie fire* on the character once the other is dispelled, and can do so infinitely. There is no way to dispel the defensive casting source.

Magus's illusions are especially powerful, due to his skills (which have largely been forgotten among magic-users). They work directly against the observer's notions of reality and work indirectly against the observer's intelligence and wisdom. Thus, in order to disbelieve an illusion in his home, take the sum of a character's intelligence and wisdom, divide it by two, and this value (the character's Disbelief Index) or less must be rolled on 4d6 in order for the character to be successful in his disbelief.

Note: All characters who wish to pass through or otherwise use what an illusion hides must first successfully disbelieve. If they fail (and they get only *one* chance), no amount of friendly assurance convinces them that the illusion isn't real. They are able to see, touch, and (if applicable) taste the illusion, and nothing short of dispelling the illusion dissuades them from their belief.

Tower Encounter Key

Though there are no wandering encounters within the tower of Magus, the DM should take some pains to lead the PCs to believe otherwise. Strange noises, smells, and things seen out of the corner of the eye (all common events in any dungeoneering expedition) should be played up just enough to keep the party in a slightly paranoid state. Any "atmospheric" effects to increase the sense of foreboding danger should be carefully planned out and used.

1. Secret Observation Room. This room was designed so that Magus or his

TOWER OF MAGUS
Ground Level

lackeys could observe waiting visitors without being seen. A secret door leads from room 5 to this area. There are four windows along the north wall that have illusions cast over them so they appear as rock facade from the outside.

> The secret door you've opened leads into a narrow corridor, which then opens into a 20′ × 30′ room. There are four windows set into the northern wall, which enable you to see the desert outside. There is nothing else here.

2. Entryway. Once the characters open the doors (see "Magus's Tower"), they see the following:

> The doors swing inward on noisy hinges, revealing a 20′-wide passage leading south. With the available light, you can see that the floor is made of black stone, polished to a high sheen, and the walls have brown wooden paneling, dustless and rich with texture. At your feet is a 10′ × 15′ oriental rug of dark burgundy and amber color, with thick gold threads woven throughout. The golden threads make up an intricate design of interlocking runes; the runes look like those on the placard outside the door.
>
> There is a large mirror in a 6′ frame along the east wall, about 15′ into the passage. Opposite it is a dark wood coat stand and high chest of drawers made of the same wood. An elegant, midnight-blue cloak with hood hangs on the stand. There is no sign of dust on anything.

The oriental carpet on the floor immediately in front of the doors has a magical *symbol of stunning* inscribed upon it,

among the many normal runes. If a *comprehend languages* is cast, or is still in effect, the caster finds that the runes translate into random letters of some alphabet — a design and nothing more. Yet, a rune near the center of the rug will be indecipherable, and according to the spell description, can be identified as "magical" in nature (but gives no clue as to what it is). A *read magic* spell identifies it as a *symbol of stunning.*

To remove the *symbol*, a *dispel magic* must be cast vs. a 20th-level original caster. If it is not removed, the character(s) who step on it or step parallel to the rug are stunned for 3-12 rounds, immediately falling to the ground and dropping any item carried in hand. The spell affects up to 160 hit points of creatures. Note: By reading the *symbol* with a *read magic*, the effects of the *symbol* are activated upon the reader.

Once 160 hit points of creatures have been affected, the *symbol* becomes dormant for 10 minutes, after which it is fully operational.

This *symbol* was placed here to stop any unauthorized creatures from intruding. Normally, when Magus was alive, he would receive a telepathic cue from the activation of this *symbol* and alert his guards. But since he is long dead, no alarm sounds.

The cloak hanging on the stand, like all of the dustless, inanimate objects in this place, gives off a slight magical aura if checked. All of Magus's items have a preservation spell cast upon them so that they do not become dirty or age. This spell has been cast upon the stone floor and wood paneling, too.

3. Barroom. Against the north wall of this room is a wooden wine rack that holds about 50 dusty bottles of various sizes. A silver serving cart and serving platter sit in the southeast corner. A rack of glasses, from shot to brandy snifter size, stands along the east wall.

There is nothing of value here. All wine, should the characters try some, has turned to vinegar.

4. Lounge. This elegant room was an after-dinner retreat for Magus. Be sure to read only those sections of the room description that the players can see with their light source.

> In the center of this room are two large easy chairs, dustless and well preserved. Between them stands an oak lamp table, upon which sits a valuable gold-plated oil lamp with paper shade. A low, double-level bookshelf 10′ long forms a short wall behind the two chairs.
>
> Along the east wall are bookshelves running the entire length of the wall — even on the backs of the large double doors. These contain large clear bottles of strange little creatures preserved in liquid, strange collectables, and occasional groupings of leather-bound books.
>
> The west wall contains nothing; instead, it has been painted to resemble a tropical lagoon, complete with vivid emerald, shining water, white sand beach, and restful palm trees. The water appears to move, waves lapping lazily against the sands, and the palms wave in a nonexistent breeze. The whole mural is breathtaking and seems almost three-dimensional.

The mural on the west wall is magic and is activated by a strong light source (equivalent to a torch's light). It affects anyone who looks at it as a *hypnotic pattern* spell. Affected characters/creatures lay down on the floor, facing the wall, and believe that they are basking in warm sunlight on the beach if they fail to make a save vs. spells at −2 to the die roll (due to the powerful magical ability of Magus's spells). Characters thus affected remain so unless the light source is extinguished or a *dispel magic* is cast on the mural. If a *dispel magic* (vs. 20th-level original casting) is successful, the mural becomes inactive for 10 minutes. Magus would cast a *light* spell and lose himself in the mural for relaxation.

5. Dining Room.

> Your light illuminates a large, 60′-square room. The room's walls have dark, mahogany paneling running up each side to the ceiling 30′ above. The ceiling is supported with thick, oak beams, from which a marvelously crafted chandelier hangs on a golden chain the width of a man's arm. Below, a long wooden table, polished to a high sheen, stretches 40′ from north to south. Upon it lies an immaculate, white lace tablecloth with gold foil trim; on top of this, shiny dinnerware are arranged. Each place setting has a dinner plate, salad plate, bowl, wine glass, water glass, crimson linen napkin, and six pieces of silverware. Everything looks to be of fine china and of pure, untarnished gold, in the case of the flatware.
>
> A single large wooden door is set into the southeast corner of the room. Around the table are 18 chairs, eight along the west and east sides, and one at each end. Each has its own place setting before it.
>
> The chair at the south end is larger and more exquisite than the other plain, hardwood chairs, having a scarlet cushion, silver chasings, and gemstones inset on its high back.

In his earlier years, when his megalomania was not so forceful, Magus held court and often ate with his visitors. But, in the last years of his life, he often sat alone in his chair (at the south end), brooding on his failure to conquer the world.

His paranoia caused him to install a magical escape button on the right arm of the chair. The last 4″ of the carved armrest lifts, revealing a red button. If depressed, the person sitting in the chair is teleported to room 24. Three seconds later, the doors leading from the dining room are magically *wizard locked* and iron bars slide into place through them, sealing the room. After 10 seconds, the room begins filling with chlorine gas from vents in the ceiling, filling the room completely within five melee rounds. The button is found 1 on a d6 roll if searched for.

Characters caught in the room without protection from gases (i.e., *necklace of adaptation, cube of force*, etc.) choke and die two rounds after the gas has completely filled the room. Characters who are choking and gagging (which occurs from the first round the character is exposed to the gas) cannot cast spells. They can, however, activate or use magic devices that require no spell casting or need only one command word spoken. Remember: *passwall* spells do not work in the tower; all walls have ¼″ of iron plating in them which this spell does not affect.

Once the button is pushed, only the person sitting in the chair can be teleported, until the proper button is pushed to air out the room, unlock the

doors, and re-activate the teleportation chair, found in area 27A.

6. Storeroom.

> You enter this room and see that it is lined with shelves along its walls, reaching all the way to the ceiling 10′ above you. There are folded blankets and sheets, linens and canvas along the south wall's shelves. The shelves on the west wall hold sconces, tins of paint and incense, candles, and large flasks of lamp oil, all clearly marked. The shelves along the north wall hold folded rugs and what appear to be heavy draperies. The east wall of shelves hold various building materials, such as kegs of nails, tools, small pieces of light and dark wood, and metal fastenings and hinges.

There is a clue to the *Book* in this room. The first folded blanket on the middle shelf of the south wall contains it. If the characters declare that they are searching through the shelves, there is a 2d10 chance that they find the blanket. If the characters declare that they are searching actively and carefully through *all* of the shelves, they automatically find the blanket after 1-10 minutes.

The wool blanket in question is dark burgundy in color. Upon unfolding it, the characters immediately notice that it has been cut up at the center to form outlined words, which in turn form strange runes. If the characters cast and use a *comprehend languages* spell, they can read the following:

When curiosity catches game,
The high kings fall and four remain;
Steadfast clerics hold the door,
The guardians of their Master's lore.

The significance of this clue is explained in area 24.

7. Servant's Kitchen. This room contains a simple, but well kept hearth, several large cooking pots and frying pans made of copper (which hang from a rack against the northern wall), and two wooden tables, upon which a selection of very clean, keenly sharpened knives sit. A chimney extends down from the ceiling, ending in a conical vent hood made of shiny, beaten brass over the hearth. This kitchen was used by Magus's servants. There is nothing of importance here.

8. Servant's Quarters. At one time, Magus was attended by 12 servants, all of whom resided in this common room when off duty or when their services weren't required. There is nothing of value here.

This room contains 12 made beds, matching night stands, and a mahogany chest at the foot of each bed. All chests have a large hasp and padlock. There are torch holders spaced every 15′ along the walls, with unused torches in each. The room has pine wood paneling with a dark wooden floor.

9. Main Kitchen. This room has two large, round stone hearths at its center. Upon each sits a large, square metal grate, blackened from charcoal. Hanging from racks supported by ceiling chains are a number of large and small saucepans, pots, and frying pans, all made from what appears to be gold. Ladles and spoons sit neatly arranged on tables that are against each wall.

There is nothing of interest here. There are 12 pots and pans covered with gold foil over a copper base, each worth 5 gp.

10. Storage Room. This small room has shelving running along the east wall only, from floor to ceiling. It holds china and crystal, dinnerware, plates, dishes, and glasses, all in a variety of colors. The room, shelves, and china are all free of dust.

11. Food Freezer.

> The door to this room is heavy, made from thick slats of bound wood and iron. As you open the door, wisps of white frost escape from around the edges, revealing icicles hanging from the door frame above. Cold air confronts you. Looking inside, you see a row of meat hooks hanging from the low 7′ ceiling, each holding a side of beef. Along the north wall are shelves made from iron, upon which sit a number of oddly shaped items wrapped in dull white paper and twine.

This freezer holds meat and vegeta-

bles (the oddly wrapped packages). The freezer is kept cold by an enchantment which can be dispelled by a *dispel magic* cast against 20th-level ability.

12. Secret Spy Chamber. This narrow corridor runs along the south wall of the Dining Hall (area 5). Every 10', there are 8" × 8" windows set into the wall separating the two rooms. They have been enchanted to appear like normal wood paneling from area 5, but in actuality they are made of *glassee* steel (unbreakable). Via these windows, one can see through gasses. Because they are also enchanted to allow infravision to viewers, Magus could observe anyone trapped inside the chamber die of asphyxiation.

The secret door gives entry to a corridor beyond that runs from east to west. Set into the north wall, about every 10', are small windows. They give a clear view of the room beyond (obviously some sort of large dining hall). There is nothing else of interest here.

13. Armory. This room houses weapons (which were to be used by the servants at Magus's bidding) for defense of the tower. There are five crossbows, 200 bolts, 12 long swords, 12 daggers, and 12 shields. Two of the swords are *long swords +2*.

This plain room houses a number of weapons arranged in racks along each wall. The walls are bare, gray stone, as is the floor.

14. Well Room. The walls and floor of this room are composed of smooth, dark gray stone, and the atmosphere is damp. At the center of the room, about 7' across, is a low, 4' circular brick wall, with a wooden arch supporting a rope and bucket across the opening the wall encircles. If the characters look down into this well, describe the following:

> Looking into the opening, you see dark, clear water, about 8' from the top of the well's wall. Your light illuminates something shiny in the water, possibly some sort of metal. There seem to be several objects 4' below the water's surface which reflect your light.

Under the water, there are 8 gp scattered about and a small, watertight, gold box with clasp. To collect this treasure, one need only lower themselves into the water (it's only 4' deep) and scoop up the goods — or so it seems. Once a weight of 10 lbs. or more is set on the well's floor, a weighted trap door opens, its two halves dropping down to reveal an additional 100' of the well cavity, filled with water. Simultaneously, hemispherical plates at floor level inside the well's wall emerge and close off the well opening. These plates have mithral-steel sharpened edges which slice through any rope or cable under 3" in diameter and have a 50% chance of slicing off any appendage caught in their closing. If they fail to sever, the appendage is caught fast.

In either case, the character must roll a system shock (see page 12, *Players Handbook*). If the character fails, he falls unconscious for 5-8 rounds. In any event, the character takes 2d6 + 10 hp damage per round until the wound is cauterized and a minimum of a *cure light wounds* or its equivalent (i.e., a *potion of healing*) is given to the character. A trapped appendage must first be freed from the viselike grip of the hemispherical plates by characters with a combined strength of at least 36 points and wearing gauntlets or equivalent.

Meanwhile, the character caught inside the well cavity sinks to the bottom if he is wearing metal armor of any sort; likewise, the character sinks 45% of the time if wearing leather armor. If the character is encumbered with more than 30 lbs. of equipment, he sinks 35% of the time. If a character does not sink, he must still actively tread water to stay afloat. A character may tread water for a number of rounds equal to his constitution, after which he tires and sinks.

A character may try shedding all of his equipment if he is wearing no armor. Success is registered if a roll of 30 plus his dexterity is made on a 1d100. Afterwards, he can tread water for two times his constitution score of rounds. Floating is not possible due to the narrow diameter of the well cavity.

If the treasure is recovered from the well's floor (some 100' below the water's surface) and the gold box is opened, the characters find inside a small diary, measuring 6" long, 4" wide, and ½" thick. On each of the pages are a number of strange doodles; one page contains the following verse, carelessly scribbled:

Leaves of knowledge, lined with gold,
Bound in dragon's leather old;
Upon them, endless power tamed,
Enough to set this world aflame.

15. Library Foyer. In order to gain entry to this area, the characters must get past the double doors here or at the south end of area 20. These doors are plated with gold over a steel base 1" thick. Each bares a 2'-tall black rune, which, if translated by a *comprehend languages* spell, reads "M." Each door is magically *wizard locked* and protected by an efreeti (see abilities listed below). The efreeti attacks anyone who does not give the proper password to open the doors, using his magical abilities first until they are exhausted, then attacking with melee weapon. The efreeti gives no warning, attacking from behind the party of adventurers if possible, materializing while invisible up to 80' down the corridor. Once summoned, the efreeti can only return to his state of limbo within the doors he protects by killing all intruders. Be sure to play the efreeti cunningly (efreeti: AC 2; MV 9"/24"; HD 10; hp 70; #AT 1; Dmg 3-24 (huge mace); SA become invisible (the efreeti begins in this state), assume gaseous form, *detect magic, enlarge, polymorph self, create illusion* (aural and visual components, which remain until touched/dispelled), and *wall of fire*, all once per day (all spell-like abilities cast at 10th level); AL LE).

Although the *wizard lock* on the door can be temporarily dispelled by a *knock* spell, the doors won't open to any force until the efreeti is dead and his magical link to them is thus broken. If a *disintegrate* spell is attempted against the doors, the magic that holds them reflects the spell back on the caster, disintegrating him 15%, a major magic item 35%, or all of his nonmagical items (including any clothing!) 50% of the time.

> As you move down the 20'-wide corridor you come to the end of the polished black floor where two massive, golden doors are set into the wall before you. Each is 15' high and 6' wide, with two symmetrically placed knobs near the seam between them. Upon each is a bold, 2'-high rune drawn in reflective black paint.

Remember to check to see if anyone notices the secret door near these double doors. If the characters check for magical aura, inform them that they detect a moderate aura on the doors. Once the characters defeat the efreeti and *knock* the doors, describe the following to them:

Beyond the doors, you see a large room with part of its southern wall open to the beginnings of an even larger room beyond. The walls here are paneled with wide boards of cedar, which give the room's atmosphere a fresh scent. A large, ornate, and delicately crafted chandelier hangs from the arched ceiling 30′ above, but its many lamps are unlit. Against the north wall are two leather couches, each 10′ long, behind a low, long oak table.

There is nothing of value here. If the characters go into the larger area beyond, turn to area 20.

If the efreeti is down to 10 hp or less and hasn't used his illusionary powers, he conjures a large, flaming ball of fire in his hand and hurls it at the ceiling above the characters; the resultant massive explosion causes illusionary debris and stone to fall over them. Characters who do not successfully disbelieve the illusion, take 3-30 hp damage. Disbelief allows the character to ignore the illusion and the damage.

To disbelieve any illusion, the character must provide a reasonable explanation for his motivation to do so. One cannot simply cry "I disbelieve" and hope that he is right. It would be foolish to do this every time the character is confronted with a monster or situation. See the "Inside the Tower" section for possible disbelief of the illusion.

16. Magical Storage. This room was used by Magus to store various, mundane magical components. Wooden shelves are attached to the walls, with about 12″ of height separating them. The components are still usable, so magic-users in the group of characters may wish to stock up. A component for spells from 1st through 5th level are all available in 2-4 spell uses. Spell components for 6th- to 9th-level spells are present 50% of the time in 1-3 spell use quantities. The room is accessible only by the secret door from area 17, which is masked by an illusion which makes it look like a normal part of the wall. (See the "Inside the Tower" section for possible disbelief of illusions.) The door is *wizard locked* at the 20th level of ability.

Having successfully disbelieved the illusion and dispelled the magic locking the door, you emerge into a 20′ × 20′ room lined with shelves from floor to its 10′ ceiling. The shelves are about 12″ apart and are lined with small vials, bottles of different colors, large and small bags of all sorts, and sealed bowls of wood and ceramic. All of these items have a small placard tacked to the shelf in front of them, with small runes apparently denoting the container's contents. The language, however, is unfamiliar and indecipherable.

Of course, a *comprehend languages* spell enables the magic-user to read each little placard and thus discover that the containers hold spell components. Without the aid of the spell, finding a desired component takes 30 minutes each.

17. Creature Storage. This room contains a number of various-sized animal pens. Straw covers the floor of the pens. Additionally, you see a number of large empty bird cages hanging from supports along the east wall. The walls here are made of smooth-hewn gray stone, and the ceiling is arched and supported with oak beams. Magus once penned up animals or other creatures in this room to be used or sacrificed in his magic operations.

18. Secret Corridor. This passage is longer than the one in area 12, but is otherwise exactly the same. Secret spy windows are spaced 10′ apart looking into area 19, as well as outward to the corridor to the passage's west and south. A number of secret doors allow entrance to this passage, all of which are *wizard locked.*

The "**X**" marks the location of a dead adventurer of the past. If the characters get to this point, describe the following:

At this point, you suddenly come upon the bones of a man lying alone with some worn possessions on the floor, up against the reverse of a secret door. Clenched in the remains of its right hand is the hilt of a corroded long sword of black iron, with dull silver runes along its edge. Also lying about are a worn and molded long-sword scabbard, the moth-eaten

remains of an empty leather backpack, and a small gold cloak broach under the rib cage.

The sword is a *long sword +3*, neutral good in alignment, with the following characteristics: intelligence 13; *locate object* within 12", 1 hour total per day; *protection from normal missiles* continuously for user only.

This poor adventurer was trying to use the *locate object* ability when he met an evil adventurer also looking for the *Book*. In the resultant combat, he died, and since his weapon was good, the evil opponent left him and the sword here. Note that the *locate object* ability won't work for the characters, since the spell requires familiarity or knowledge of what the object is; the characters don't have enough of either.

The sword, through empathy, tells its wielder what its powers are. The "corrosion" is only on the surface. The blade remains intact and fully functional. The sword need only be cleaned.

19. Lounge/Living Room.

The double doors pull back to reveal an oddly shaped room of large size. Your light shows four comfortable couches at its center, each L-shaped and arranged to form the corners of a small square near the room's center. The walls here are quite strange. The entire circumference is painted with a breathtaking landscape: high mountains with a raiment of fluffy clouds adorn the northern wall; the west wall depicts hilly fields of short, green winter wheat under a waxing golden sun; the south wall shows the rippling white-capped waters of a large inland sea surrounded by a snow-white sand beach; and the east wall shows a beautiful forest in autumn, the leaves on the trees a myriad of red, orange, yellow, and green hues.

The most startling feature, though, is that everything seems to exist in three dimensions and actually seems to be moving! The waves on the lagoon dance from the painted horizon to lap gently against the white sand, while an occasional leaf supported on an unreal breeze floats gently to the mural's ground. The clouds that encircle the mountain tops seethe and roll, while below, stalks of wheat casually sway back and forth.

This room was used by Magus to entertain guests (before he became insane). But, as in area 5, the paranoid Magus later installed escape buttons here, too. Along the ends of each couch, almost at floor level, are small concealed sliding panels. Behind each is a red button and a blue button. The red button, when depressed, teleports the person sitting on the end to area 27A, and fills the room with chlorine gas (see area 5). The blue button substitutes paralyzation gas, which paralyzes a character for 30 minutes (no saving throw). The panoramic mural, although strangely fascinating, does *not* adversely affect anyone (as the one in area 4 does).

20. Library.

You explore this large room, finding it to be quite immense. There are high book shelves lining the perimeter and a low two-shelf one running for 60', west to east, where indicated. Three large, square tables and chairs are placed uniformly in the south area. The room has several crystal chandeliers hanging from the ceiling. Many varied books are shelved throughout.

If the characters opt to search in depth among the many books on the shelves, then they discover a book out of order on the free-standing low shelf. The book is a *Manual of Iron Golems*, as determined by the group's magic-user. Possibly more interesting than this is the piece of scrap paper, used obviously as a book marker, visible partially from near center. On it is the following clue:

Beneath the blood, beneath black soil,
The Master's Work, the Master's Foil;
Within it, Might — beyond one's dreams —
But Darkness, Death, Damnation teem!

This clue refers to area 24. The first line in this verse refers to the chessboard, with its red and black squares described by "beneath the blood, beneath black soil," as well as to the mural in area 25 (blood will soon stain the ground when the knights attack the castle). It is clearly stated that the *Book* ("The Master's Work, the Master's Foil") lies *beneath* the blood and soil; the verse goes on to hint that the *Book* caused its Master's downfall — and may do the same for the characters seeking it.

An invisible stalker has been enchanted to remain here, acting as a servant and guardian to the Master. The invisible stalker would fetch books, close doors, and even file books for Magus. Should the characters try to take any book from the room, it will bar the way, then attack to stop the book from being removed! The invisible stalker does nothing if the characters do not take a book (invisible stalker: AC 3; MV 12"; HD 8; hp 65; #AT 1; Dmg 4-24; SA surprise on 1-5 on 1d6 (which it uses to attack the book stealers unawares); SD *invisibility* causing all characters subtract 2 from "to hit" rolls; MR 30%; AL N).

21. Secret Corridor. This corridor is similar to the one in area 12, having secret spy windows along the northern part, each facing into the 20' corridor; between the gaps in books into area 20 are more of these windows, spaced every 10'. In addition, there is a treasure storage cabinet hidden within this corridor where indicated. Describe this cabinet if they are able to see it.

Against the west wall, a 5'-long, 3'-high, and 1'-deep cabinet is set. It has two glass panes for doors, each 2½' long, with a seam at the center where each half meets. Behind the glass doors are two shelves, each yielding about 5" of space. Upon the top left side, arranged in a neat row, are five silver, reflective flasks, 4" high and wide, and about 1" deep, all with silver caps. Each has thin, black runes inscribed upon them; the runes are in an unintelligible language.

On the top right side is a crystal box (12" × 4" × 4") which holds a slim wand of black material which is tipped with a polished gold, seven-pointed star resting upon a purple pillow.

On the left bottom side, two books rest, one atop the other. Each is about 18" × 10" × 3". Each book is bound with gold fastenings and black leather covers. No writing is visible on the cover of either one, nor upon either binding.

Finally, the bottom right side holds

a slim, brown wooden box with a tiny silver hasp keeping it closed. The wood appears to be of finished cedar.

If sought, the area of the glass case radiates strong magic. An individual measurement of the case or its contents proves inconclusive, yielding only a constant strong magic aura.

The glass panes pull open by inserting fingers into the loose seam between them. If this is done, a mechanical trap activates, releasing two 10′ trap doors in the ceiling above, dropping an immense gray ooze on top of anyone standing in the two 10′ areas before the cabinet.

The second silver flask from the left is also trapped. It has an illusion cast upon it to resemble the others, but is in fact a breakaway glass container containing a green slime. If anything touches it, the green slime breaks free and searches for flesh. Once this occurs, the illusion is dispelled and the green slime is revealed.

The book below the top book on the lower-left side is also a trap. If the book resting above it is moved in any manner, the lower book, a bear trap springs closed. If someone uses a hand to lift it, there is a 90% chance they lose the hand (see resultant system shock problems and damage, area 14). The trap also shreds the book which rests upon it.

A *find traps* spell could be very useful; its use would make all three traps known to the caster. The ceiling trap would show a trip wire from the hinges going into the wall behind; unless the caster looks up at the ceiling, however, this trap won't be fully understood. The breakaway vial would be revealed as a trap and the green slime seen for what it is. Likewise, the bear trap would appear not as a book, but a powerful set of steel jaws. There is no way to deactivate the breakaway flask, but the overhead trap can be rendered harmless by depressing a button concealed on the underside of the cabinet. The bear trap can be deactivated by pressing a locking pin at its hinged jaw. A *find traps* spell will make these deactivations apparent.

The book here is a *Book of Exalted Deeds*, which was useless to Magus. He stored it here because it has intrinsic value. If a *comprehend languages* is cast, and the runes on the flasks are read, the characters discover they have found the following items: a *potion of extra-healing, potion of haste, potion of longevity*, and a *potion of sweet water.* The wand is a *wand of force* (see *Unearthed Arcana*, page 96); the activation words are written on the bottom of the box, requiring a *comprehend languages* to read them.

The long, cedar box is not locked. Inside are three rings of silver, set into a velvet frame. Each ring is 3″ in diameter and ⅛″ wide. Inscribed upon each, in small, fine runes, is a word (requiring magical translation). These are special devices created by Magus in his prime years to provide portable protection. The first ring (labeled "primus") creates a 5′ radius of protection from a chosen alignment around the ring (wherever it is placed). The magical protection operates while moving or still. The second ring (labeled "secundus") provides protection from creatures of the lower planes (demons, daemons, and devils). The last ring (labeled "tertius") acts as a protection against all elementals.

Unless an identify spell determines the rings functions successfully, the user (any class) probably will not realize their function. Each ring provides protection for 20 minutes, usable three times per day.

Gray ooze: AC 8; MV 1″; HD 3+3; hp 27; #AT 1; Dmg 2-16; SA corrodes metal, up to 1 square foot per round per HD (it cannot harm stone or wood); SD only physical blows and magical lightning do normal damage; AL N. Note: Characters caught under the dropping ooze are unable to clean off or attack the ooze. (The victim panics initially, which gives the ooze time to work.)

Green slime: AC 9; MV nil; HD 2; hp 10; SA attaches to living flesh, turning the creature into green slime in 1-4 rounds; SD immunity to most weapons and spells; AL N. A *cure disease* spell kills green slime.

22. Workroom. This room was used by Magus to create minor magical items, practice spells, and make potions. Of the many trinkets stacked among the tools, jars, cans, vials, and raw materials, is a small glass cube, 4″ on a side, containing a small, painted figure of a seven-headed pyrohydra. The pyrohydra rests on a thick piece of green felt within the cube, and no matter at what angle the cube is held, the pyrohydra remains attached to the green felted side. If the cube is broken by hitting it *or* dropping it against a hard surface (i.e., stone, wood, or metal), the glass shatters, releasing the pyrohydra. The pyrohydra enlarges to normal size and becomes animated.

The pyrohydra attacks any creatures within line of sight, except the person who broke the cube and released it. The releaser may even attack the pyrohydra with no retaliation. The pyrohydra continues to attack until it is killed, until all creatures within line of sight are killed, or until 1 hour passes. If any of these conditions are met, the pyrohydra reverts back to its 4″ high painted figure, its animation magic gone forever (leaving only a nice souvenir). Note that the pyrohydra does not obey any commands; it is simply programmed to attack (pyrohydra: AC 5; MV 9″; HD 7; hp 56; #AT 7; Dmg 1-8; SA 1-4 attacks on same opponent, breath weapon (20′-long cone, 10′ across at end) doing from 1-8 hp damage; SD all heads must be killed to slay the creature; AL N).

You enter through a door in the east wall of this room and your light illuminates a chamber filled with cluttered tables and shelves that are filled with jars, pots, cans, tools, and various raw materials. Standing against the north wall is an old walnut-wood desk, above which is a shelf attached to the wall. A glass cube sits upon it, brilliantly reflecting your light. A door is set into the wall, opposite from the one through which you just entered.

The desk's drawers are locked normally, but upon each is set a *fire trap* spell. If a thief checks for the *fire trap*, he has half his normal chances of *finding traps* to detect it. A *detect magic* shows the drawers to be outlined with some sort of spell, but does not define the spell. A *find traps* gives this information. The trap can be dispelled if a successful *dispel magic* is cast upon it against 20th-level ability. Otherwise, any attempt to open either drawer results in detonating the trap for 1d4+20 (or half that if a successful saving throw is made).

Inside the right drawer are the following items: a *scroll of dispel magic, potion of longevity, potion of ghoul control, scroll of protection vs. petrification*, and a *wand of enemy detection* with 15 charges.

Inside the left drawer are the following items: a *ring of air elemental com-*

mand, censer of controlling air elementals, potion of human control, and a *potion of clairvoyance.*

An illusion has been cast on the contents of each drawer to make them appear empty. If a character gives adequate grounds for suspecting that something is wrong (e.g., "why place *fire traps* to protect nothing?"), allow them a roll vs. their Disbelief Index (see "Inside the Tower" section).

23. The Inner Sanctum. These adjoining rooms were used by Magus to create major magical items (like the *Book*), as well as to observe the world outside his home. This area is accessible only through *wizard locked* secret doors.

This room has thick, crushed velvet tapestries of dark crimson color hanging before each wall. The floor is polished onyx and the ceiling is arched to about 30′ with crisscrossing heavy oak beams fastened together with polished gold brackets. At the center of the room, standing inside of a glowing, scarlet magic circle, stands a pure white marble column, carved in doric style to a height of 4′. On its top is an angled board, and upon that sits an open book: the cover seems to be of hard, dark red leather and its pages are of crisp, ivory vellum, edged with silver. A gold hasp is visible, hanging from the front cover. A brilliant crimson rope bookmark with tassel lies in the crevice made by the two open halves.

Additionally, the remains of a human lie directly before it, one skeletal hand outstretched toward the book stand, partly covering the π (pi) rune of the magical circle. Among its bones lies a bastard sword, its blade covered with intricate runes traced in red over a gleaming base of silvery steel. The skeleton's left hand is still wrapped around its leatherbound grip. You also see a jet black bag under the pelvis bone, apparently untouched by age or decay, as well as two rings upon the skeleton's slender, ivory fingers. Its right hand ring is made of gold, inset with a large amethyst, while the left hand ring is made of plain, unadorned silver.

From your position, you see that a smaller room opens adjacent to this one, in the northwest corner. The northeast corner of this room shows two passages leading away. The backside of a secret door is visible in the southwest corner, accessible from a small foyer.

The book found here is not *The Book With No End*, although it appears very much like the description Xavian gave the characters. It is instead a treatise on the "step-by-step" creation of magical books and was used by Magus to create his *Book*. The book was protected by *explosive runes;* the evil opponent who killed the good-aligned human in area 18 met his own demise after setting off this spell. The spell did not affect the magically protected book.

The book is still protected through the use of a *confuse languages* spell, requiring the use of a *comprehend languages* spell to break the confusion and translate the resultant unfamiliar language. Once this is done, the book must be skimmed through for 20 minutes to discover that it is simply a "cookbook" for the creation of a magic book, and is not the actual *Book* itself.

If the character announces that he is reading through the entire book, then he must take five hours to do so, assuming he employs a *comprehend languages* spell for this duration. However, the book's information is badly flawed, as it was written by Magus while he was in an advanced state of derangement. Any magic-user who reads the book thoroughly has a percentage chance equal to his intelligence score of detecting the defective material (which makes the book much less valuable, but still of use). Otherwise, any magic-user following the directions listed herein to create any magical item has a 75% chance of causing an explosion or some other horrible error or accident to manifest itself.

The skeleton's possessions are a *bag of holding*, which contains a traveling spell book (the spells are listed hereafter), a *potion of healing, potion of levitation*, 340 gp, 260 sp, and a suit of *plate mail of vulnerability −4*; he wears a *ring of protection +2* (the silver ring) and a *ring of wizardry* (which doubles 1st- to 3rd-level spells). Lastly, his sword is a *bastard sword, +4 defender*, with a neutral-evil alignment and the follow-

ing abilities: intelligence 13; *detects secret doors* ½" radius at will; *heals* once per day. Any good character taking up the sword by any part immediately is affected by a *harm* spell; this includes contact by a hand wearing a glove or gauntlet, or a foot wearing a boot. Pushing the sword around with another weapon or item will not cause the *harm* to occur.

The spell book contains the following:

1st level: *charm person, comprehend languages, detect magic, feather fall, hold portal, magic missile, push, read magic, sleep*, and *unseen servant.*

2nd level: *darkness, 15' radius, flaming sphere, forget, knock, invisibility, levitate, scare*, and *web.*

3rd level: *dispel magic, detect illusion, fly, fireball, haste, lightning bolt, monster summoning I, protection from normal missiles, slow, suggestion*, and *tongues.*

4th level: *charm monster, dispel illusion, Evard's black tentacles, fear, fire trap, ice storm, minor globe of invulnerability, shout, ultravision, wall of fire, wall of ice*, and *wizard eye.*

The spell book is trapped with a *fire trap* spell cast at 8th level. Note that any magic-user may use these spells, by casting them from the book. This of course removes the spell from the page totally and the casting magic-user has a chance of miscasting the spell equal to 100 minus his chance to know the spell on 1d100 (see Table II, *Players Handbook*, page 10). Thus, a caster with 18 intelligence miscasts this spell (and thus wastes it) 15% of the time.

23A. Crystal Ball Viewing Room.

In this alcove, furnished with the same tapestries as the main room beyond, is a small, round table covered with a white lace tablecloth. At the table's center rests a large glass sphere cradled in a quarter sphere of black, reflective onyx. The glass is quite clear and uniform.

This is a fully functional *crystal ball*, having the additional ability of *ESP.* The ball can be used by a magic-user to find the *Book*, with a base 10% chance of seeing the *Book* itself and its immediate surroundings. If the user wants to see the greater area around it, the chance is reduced to 6%. If the character wants to see the way to the *Book*, a 1% chance exists that he is successful. In all cases, the user can only look into the crystal ball for up to 10 minutes, once per day. If this is exceeded, roll once per round against the user's saving's throw vs. spells. An unsuccessful roll means the character permanently loses one point of intelligence, becoming insane and incoherent until a *heal* spell is cast upon him.

Describe the following based upon the user's desires in relation to *The Book With No End:*

The *Book* & Immediate Surroundings: Time required to observe = two minutes.

The ball abruptly becomes opaque; gradually, swirling clouds of turbulent yellow smoke begin to fill the globe. After a while, the smoke dissipates, and you see a pedestal of jet marble, smooth and utilitarian in design, surrounded by a magenta aura. Upon its sloped top rests a book with dark red leather covers held together by polished gold fastenings and clasp. A large golden rune is drawn upon it, but this note is indecipherable*.

The floor around the pedestal is dark gray, smooth-hewn stone, around which lie bones scattered randomly about. Some shadows from unseen things cross the pedestal and the *Book.*

The *Book* & Greater Surroundings: Time required to observe = 8 minutes.** Read the preceding section first, then the section below.

The ball's vision sweeps along the shadows to their source, panning in a 180° arc, to show that the jet black pedestal is surrounded by four objects, all roughly the same height and distance from the *Book.* These objects are located at relative north, east, south, and west from the *Book.* The northern object appears to be a large, turbulent column of brilliant red flame, constantly turning inward upon itself. The eastern object appears to be a large amoeba, its pseudopods constantly outstretching and enveloping, but never leaving its parent organism, nor becoming larger. The southern figure is a sparkling ball of blinding lightning, and the western figure is a grotesque characterization of a mouth, set into the lower half of a face, which is cruelly contorted to form an **O**.

The Way To The *Book:* Time required to observe = 30 minutes** Describe the above and reveal the way via the secret access in area 24, but do not tell how to open the door or reveal the significance of the clues or mural!

The *Book* is surrounded by the representations of its power, as described in one of the clues (see area 24): north has the characterization of hatred (a burning fire, constantly consuming itself); east has the characterization of ambition (an infinitely large being, always reaching outward and seeming to grow); south has the characterization of power (a powerful energy incarnate); and, west has the characterization of pain (a parody of a human mouth, crying from the depths of its soul in unmentionable pain).

* The rune visible is only legible once a *read magic* is cast (it is an alpha symbol: A). See the *DMG*, page 141, for the percentage chance of casting this spell through the ball.

** These figures represent the amount of time needed to see all that is

described under that category. The times are cumulative; thus, if the *Book* and its immediate and greater surroundings are to be seen, a total of 10 minutes (the maximum possible in one day) must be allotted. Consequently, to see the way to the *Book* may take as long as three days, with 10 minute viewings per day. Any attempts to exceed this 10 minute limit results in dire consequences. (See *DMG* for details on these consequences.)

23B. Workroom.

This room contains a small hearth and melting crucible at the center, with a pile of charcoal held in a large trough next to it. A bellows extends from the southern end of the hearth.

A high cabinet of shelves stands along the west wall, and you see small bins of wood stacked within. Some of the bins are empty, while others contain ingots of metal, metal shavings, bits of wood and ceramic, and other odd substances.

Along the south wall is a short workbench with a high stool. Along the east wall stands a low table upon which are stacks of dissimilar pieces of leather next to a bucket of clasps, hinges, and brackets of various metals, and several spools of different types and gauges of wire.

What remains in this room are the leftover materials from the construction of the *Book*. There are eight ingots of fine gold, five ingots of fine silver, 12 ingots of fine brass, 20 ingots of fine copper, 25 ingots of fine bronze, 30 ingots of zinc, 15 ingots of iron, and 10 vials of mercury (quicksilver). Each ingot weighs 5 lbs. In the order given above, these ingots are worth 200 gp, 100 gp, 70 gp, 60 gp, 70 gp, 30 gp, and 20 gp; the vial of mercury is worth 500 gp and weighs 1 lb. There are 10 spools of wire. Their worths are as follows: 5 gold wire at 800 gp total, 3 silver wire at 500 gp total, and 2 copper wire at 100 gp total. Also, there are 20 different hinges or clasps, each worth 80 gp. Each spool or hinge weighs ½ lb.

In a secret portal (2′ in diameter and set into the south wall), there is a *rod of absorption* which can absorb 14 more levels. The portal has no traps, but anyone lifting the rod out of the portal triggers a magic spell-casting device in the room; this device places a *forcecage* upon the holder. The duration of the *forcecage* is permanent and can only be undone by a successful *dispel magic* vs. 20th level. Alternatively, the trapped victim could use a *potion of gaseous form* to leave or *polymorph* into a small creature which could escape through the gaps in the force bars. Note that the rod's power may be used by an entrapped spell caster to cast the *dispel magic*.

24. Antechamber Chess Room.

Your light reveals a small room with many complex adornments. At the center of the chamber is a 3′ cube of dark brown stone with two large, comfortable-looking chairs placed with their backs to the chamber's walls, one on the west and the other on the east side of the cube. Upon the cube rests a wooden chessboard with alternating marble squares of red and black, each 2″ square. Unusually large chess pieces are positioned around the board, with some already out of play and lined along the south side of the board.

The west wall is painted to resemble a pleasant and serene view of a lake at dusk, with pink-tinged clouds seeming to glide slowly over the rainbow shaded horizon. The lake's water seems to also move, brief whitecaps popping up randomly over the lake's voluminous area, but you realize that it is only a harmless illusion.

In a similar fashion, the east wall is painted to resemble a restful mountain landscape, with graceful brown eagles flying on long wings over snowcapped blue-gray peaks. Sunlight spills over the left row of peaks onto a cyan pine forest in a valley near the room's floor.

The south wall is different: It is a relief fresco of sandy colored rock, delicately carved to show a jungle landscape. The jungle starts at the southeast corner and runs up to the beginning tiers of a jagged cliff, which in turn becomes a mountainside by the time it reaches the southwest corner. At the point at which the jungle meets the rocky tiers, a small monkey sits upon the ground, manipulating half of a coconut in its tiny paws. The monkey is unaware that on a tier 5′ above, an ocelot prepares to attack. All of these features are done in relief, which extends out from the wall base by about 8″.

The northern wall is unadorned; set in it are two large, gold-plated double doors bearing a single, tall, black rune on each.

If the characters ask to inspect the chessboard more closely, give them the following description. (It is suggested that the DM provide a real chessboard with the described set-up.) The characters may try moving the pieces, taking up one or both sides of the game; thus, a real chessboard would facilitate this action better.

The chessboard exhibits a game in progress. The black position is very poor, having lost many of its key power pieces, leaving its king in an unguarded position. White, on the other hand, has managed to retain most of its powerful men and is close to a checkmate.

All of the chess pieces are mobile, save for the bishops, which are firmly attached to the board. If anyone sits in either chair or attempts to move a chess piece, a *magic mouth* appears on the double doors, facing into the room; in a deep, baritone voice, it says the following:

Listen well, who plays the game,
Who burns with Power's endless flame:
All fires die in winter's frost;
Who plays the game must bear the cost.

Ambition, Hatred, Power, Pain —
These forces great I did constrain
To gather cities, nations, lands,
Their rulership in my own hands.

The Book was born which had no end,
Which drank the souls of lesser men;
The page was turned, the word was said —
Upon the world, the volume fed.

Churchmen by pale castles tall
Stand as all about them fall;
The field is razed, the bishops raised,
And on the Master's ruin gaze!

This clue (and warning) was emplaced by the Magus during one of his more

lucid periods, when he knew he had failed and could no longer bear it. The key word here is "razed." Since this is spoken by a *magic mouth* and is not provided as a written clue, the two interpretations of it may come into play. First, "razed" refers to the collapse of the chessmen when the secret door's mechanism is activated: all of them (save the bishops) fall; thus, the chess field is razed. Furthermore, the homophone "raised" is important, as it refers to the chessboard raising to reveal the secret stairway. Also, the clue leaves some question as to the area to which it refers:: either the chessboard in area 24 or the mural in area 25. This places some confusion on the precise interpretation of this clue.

Because these verses are spoken, do *not* provide any written copy to the characters. Furthermore, because the words "razed" and "raised" are phonetically similar but different in meaning, the DM should not offer any spellings of these words.

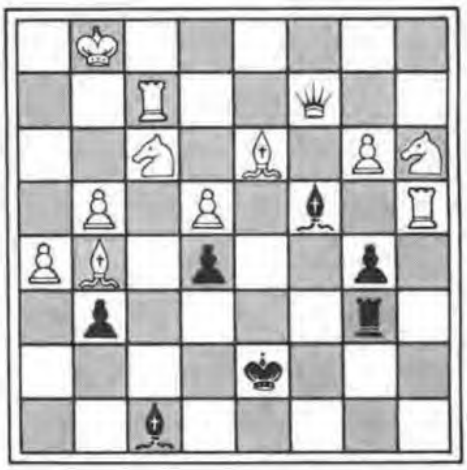
It is at this point that the characters must put their clues together in order to solve the mystery of the location of *The Book With No End*. Inside the cube upon which the chessboard sits is a secret spiral staircase leading down to the basement level (and hence to the *Book's* storage place). The chessboard serves as the door to this staircase and the clues accumulated by the characters (if understood properly) show how to open this door.

The door opening sequence begins with the relief fresco on the south wall. One of the lines of verse from area 6 states, "When curiosity catches game,/ The high kings fall and four remain." "Curiosity" is represented by the ocelot (a member of the cat family, which is known for this trait). The "game" doesn't refer to the chessboard, but instead to the cat's prey: the monkey. The ocelot is a separate carving, attached to a concealed track which allows it to move along the wall. If pushed, the ocelot descends toward the monkey, extending its paws and opening its mouth, completely encircling the monkey in its final position. Once this action is completed, the chess pieces fall onto their sides. The bishops, however, remain standing. This bishops are the pins holding the secret door in place ("Steadfast clerics hold the door"). These chess pieces cannot be toppled, but if a character pulls up on them, they emerge from the board attached to a 4" length of stone. If all four bishops are pulled up, the north side of the stone table slides into the floor and the chessboard drops down against the inside of the south wall of the cube. The chessmen remain on the chessboard, held there by a magical force.

The chess table is hollow inside; once opened, a spiral staircase can be seen descending into darkness. In the inside west wall of the table are four square holes. If the four bishops are inserted here (base down), the secret door remains in an open position until they are removed. If the bishops are not put in within 30 seconds, the secret door closes, the chessmen return to their upright position, and the ocelot slides automatically back to its original position (leaving the monkey no worse for wear). Only by performing the opening sequence again, replacing the bishops in their earlier position, can one gain access to the secret staircase.

There are two secret doors hidden behind the illusionary murals on the west and east walls. They can only be seen if the illusions are disbelieved first, then secret doors are searched (or detected) for (see the section on disbelieving illusions in "Inside the Tower").

The chessboard is currently set up in the following manner. Aside from the magic mouth activating if a piece is touched, nothing else comes from completing the game. If all pieces are removed from the board, but the opening sequence is not performed, the chessmen magically reappear in the following positions:



25. Magus's Living Quarters. The normal door to this room is *wizard locked;* inscribed upon it a *symbol of stunning.* Anyone touching the door (e.g., a thief checking for traps, listening at it, or opening it) or passing through the doorway is immediately stunned (see area 2 for what effects occur).

> This room's west wall is painted to depict a grassy plateau, upon which a large army of soldiers is arrayed before the walls and ramparts of a castle. The castle, painted to appear three-dimensional, is centered in the corner at the juncture of the west and north walls (this placement aids the realistic appearance of the fortress). Many men can be seen defending its walls.
>
> The army's front ranks are made up of thousands of peasant levies, commanded from behind by knights on large horses. In the rear ranks, pennants fly from standards held by heralds in an illusory wind. The heralds stand before several clergymen outfitted for battle and surround a man of apparent royalty whose polished crown shines in the midday sun.
>
> As you study the mural, you can almost feel the tension of the siege, the mild breeze over the field, and the warm sunlight.
>
> At the center of this room is a luxurious couch made of soft leather and before it, a low, walnut table stands. Upon the table is a single silver teacup and saucer, an accompanying teaspoon of gold, and a small teapot made of beaten copper. A small, unadorned wooden door is set into the wall to the south, near the opening in the east wall as indicated.

The mural is another illusory picture. Unlike the picture in area 4, though, it does nothing to the characters. The teacup and saucer are worth 30 gp, the teaspoon is worth 10 gp, the teapot is worth 2 gp, the couch is worth 150 gp, and the walnut table is worth 25 gp.

This mural is meant to offer some misdirection to the characters in their search for the *Book.* Like the chessboard in area 24, the picture also has pawns (peasants), bishops (the clerics), and a king. They are waiting for the field to be "razed," while the chessmen wait for their field to be "raised."

There is a secret door hidden behind the illusory castle where indicated. Like the secret doors in area 24, the illusion must first be disbelieved before the door can be detected.

26. Teleportation Chamber. This is the only area where teleportation into and out of Magus's home works. Teleportation works only for Magus coming into the tower, but works (if the proper command phrase is known) for anyone wishing to leave. By speaking "Thy Master wishes to leave," before casting a *teleport* spell or activating a device which does this function, the wearer is able to *teleport* to any acceptable place.

> You see a 10′ × 10′ × 8′ niche in this short hallway. On the floor is a 4′ × 4′ plate of silver around which is drawn a magic circle. The room is lit by red-orange light from an unidentifiable source.

27. Secret Corridor. This passage has a normal unlocked door leading into area 27A and a secret, *wizard locked* door leading to area 28. This passage contains the nonhuman cleaning staff, which magically and perpetually maintains the tower. A small, trained air elemental is responsible for sweeping up dirt and dust, and disposed of by feeding it to a small gelatinous cube in one of the areas marked 29. When not cleaning (it performs this function once a week; 10% of the time it will be working when the characters arrive), the air elemental stays in the passage. The air elemental does not attack unless attacked first — an act which breaks its magic holding and allows it to fight to the death (air elemental: AC 2; MV 36″; HD 8; hp 35; #AT 1; Dmg 2-20; SA whirlwind; SD +2 or better weapon to hit; AL N).

27A. Control Room.

> This small, cubical room has the reverse sides of two secret doors in its west and east walls, and a normal door in the north wall. On the south wall are two panels, each having a single green button.

The panel on the left clears the gas and resets the locking devices in area 5; the panel on the right does the same for area 19. If either button is depressed without the trap being sprung in these areas, nothing occurs.

28. Magical Staircase.

> You see a wide, white marble staircase which spirals up along the wall to an unseen floor above. The banister is made of carved ivory and the main post at the beginning of the stairs is a statue of an imp set on a short, doric-style column.

This staircase is illusory: there is no second floor to Magus's tower. Once a character attempts to climb the stairs, he is put under a *maze* spell for the duration indicated under the spell's description. If one of a group of characters ascends, the others see him appear to go up to the second floor. They will not be able to call to him, nor will he return. If the entire group ascends, then read the following to them. If one of a group ascends, take him aside and describe the following:

> You begin to climb the shallow, stone steps; about halfway up, you see a thick, gray fog encircle your feet. As you take one more step, the fog is suddenly all around. As abruptly as the mist appeared, it vanishes and you find yourself at a four-way intersection of 10′-wide corridors, each leading off into a misty darkness at every turn.

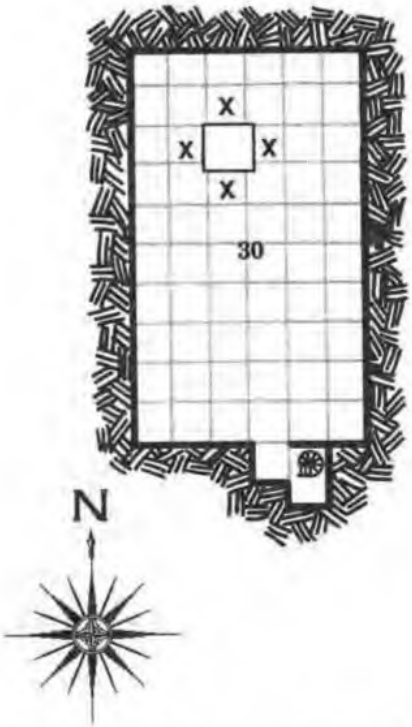
Should the affected characters wish to search around after this point, provide them with a randomly generated maze, until the spell duration ends, whereupon they find themselves back at the bottom of the staircase. The affected characters are confused, but otherwise unaffected. The *confusion* lasts one round after the characters return from the maze.

29. Restroom.

> You see a small room with an unadorned commode against the south wall. A small washbasin and a pitcher of water sit on a stand next to it with a few towels and a bar of soap alongside.

Below the opening in the commode is trapped gelatinous cube. The gelatinous

TOWER OF MAGUS
Lower Level



cube disposes of any waste dropped down to it. It is unable to climb out of its pit (gelatinous cube: AC 8; MV Nil; HD 4; hp 21; #AT 1; Dmg 2-8; SA touch causes save vs. paralyzation or immobility for 5-20 rounds, surprise on 1-3; SD cold causes 1-4 hp damage, with no effects coming from attacks using electricity, *fear, holds, polymorph, paralyzation, sleep*).

30. The Chamber of *The Book With No End*. The secret staircase from area 24 leads down 80′ to the small foyer indicated. This area is a safe haven for the first 10 minutes after the first character steps on the floor. After 10 minutes, the southern wall of this chamber begins to push forward and the spiral staircase lifts up out of the way. The wall pushes forward 10′ to seal off the south wall of the larger chamber. No amount of physical force can restrain this wall from moving. A *slow* spell causes the wall to close in four rounds rather than its normal two round closing time. A *dispel magic* vs. 20th-level magic-use stops the wall for 10 rounds, after which it begins closing again. There is no way to spike the wall from closing. The wall section opens again only after all the creatures sent against the characters are destroyed and a character takes possession of the *Book*.

The room is lit magically; it is not too large, so all of the following may be given to the characters:

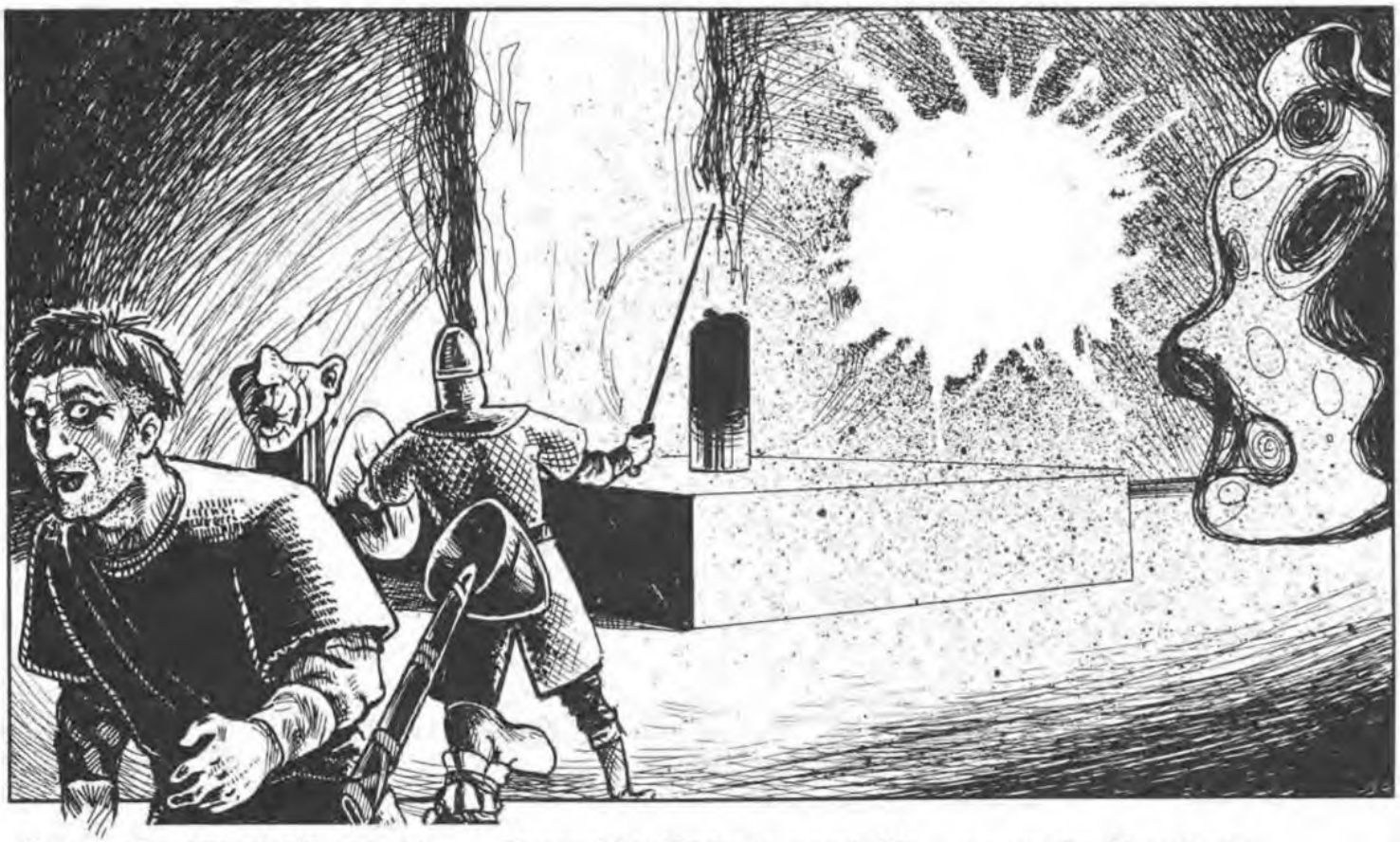
> You have been forced into this large chamber and now stand before the center of the south wall, which is about 60′ in length. The west and east walls run 100′ to meet the north wall, which is the same as the wall before you. At the far end of the chamber you see a raised platform, about 10′ square and 2′ high, with a black pedestal at its center. From atop the pedestal is an eerie magenta light which obscures its source from sight at this distance.
>
> Surrounding the platform (one at each side) are statues of strange objects which glow with different colors. The nearest statue appears to be a giant ball of sparkling electricity which throws a brilliant, yellow light into the room. The west statue does not glow or give off light; it seems to be a sculpture of a large, bald head. The east statue is a constantly moving, amoeba-like creature which maintains its position. You can barely make out the northern creature, which appears to be a rolling, red column of flame, its intense crimson luminescence vying with the yellow electrical light to illuminate the chamber.

The characters have 10 minutes (melee rounds) in which to get the *Book*, which is on the pedestal at the north end of the room. Should they fail to do so, or if a character touches the *Book* or the pedestal upon which it rests, the *Book's* guardians attack. If the characters approach the north end, you may give them the following description.

> As you approach the north end of the chamber, you see that the pedestal upon the raised platform is made of black marble, smooth and utilitarian in design, and surrounded by a magenta aura. Upon its sloped top rests a book, its dark red leather cover held together by polished gold fastenings and clasp. A large, indecipherable rune is drawn in gold upon its top cover. The floor and raised platform are made of smooth gray stone, around which various bones lie scattered randomly. The bones seem to be from many different types of creatures.
>
> Stationed to the north is a rolling column of flame roughly 12′ high and 6′ in diameter; the column moves constantly within its diameter, giving off intense light but no heat. It stands 10′ from the edge of the 10′-square platform. To its right stands a 10′ diameter blob of purple — a jelly-like creature whose pseudopods constantly writhe and stretch, but never extend farther than its own diameter. The other light giving creature, a huge 8′ diameter ball of fizzling electricity, hangs in the air a similar distance from the south side of the platform, spinning slowly. None of its lightning bolt arms extend much beyond its own diameter and it never moves closer or farther from its 5′ height above the floor. Finally, the creature standing to the west of the platform rests upon a 5′ high pedestal of gray slate. It appears to be the lower half of a head which shows only a nose and mouth of gigantic proportion. The face is heavily lined and its mouth forms a huge, silent **O**, as if contorted from an unmentionable and horrible pain. This creature is about 6′ high.

The characters should realize that this is indeed *The Book With No End*, although they may have a hard time understanding the creatures around it. The rune on the *Book* is an "alpha;" it is recognized as such if the reader casts a *read magic* spell when viewing the rune.

The four creatures standing next to the platform are embodiments of the forces Magus used to create the *Book*, and thus are its defense. Recalling the lines "Ambition, Hatred, Power, Pain — /These forces great I did constrain" reveals what these creatures are: the rolling, boiling column of flame is "hatred"; the amoeba, which constantly seeks to expand and envelope, is "ambition"; the ball of electricity represents "power"; and the silently screaming mouth is "pain." Once the aforementioned attack conditions are met, these creatures are no longer constrained to remain in their positions; thus, they immediately attack the party of characters until destroyed. They have the following abilities:



Hatred: AC 0; MV 12"; HD 16; hp 92; #AT 2; Dmg 3-24; SA on a natural 17 or above to hit, it covers its opponent, doing 5-50 hp extra and igniting any normal, flammable material within 5' of it; SD +2 or better weapon to hit; MR 25%; cold or water-based spells do +2 per HD, and it saves at −4 against them (saves as 16th-level fighter); spells cast once per day (at 16th-level): *burning hands, fireball, wall of fire, meteor swarm, flame strike*, and *fire storm;* AL CE.

Ambition: AC 0; MV 6"; HD 16; hp 90; #AT variable; Dmg variable; SA on a successful hit, opponent must save vs. paralyzation or be paralyzed by mucous secretion on pseudopods; SD only blunt weapons of +1 or better can harm, immune to enchantment/charm type spells; MR 25%; AL LE.

Number of pseudopods used	Damage per attack
1	5-50 (5d10)
2	5-20 (5d4)
3	2-12 (2d6)
4	1-10 (1d10)
5	1-8 (1d8)
6	1-6 (1d6)
7	1-4 (1d4)
8	1-3 (½d6)

Power: AC 0; MV 18" (+ special); HD 16; hp 100; #AT 1; Dmg 1d6+16; SA drop up to 16 *ball lightnings* which arc to nearest metal source, doing 1-10 additional points; SD lightning or electrical attacks do no harm, fire or acid do ½ or no damage, water attacks do 1-8 points per gallon, and cold does full damage (q.v., quasi-elemental, lightning); need +2 or better weapon to hit; MR 25%; AL LE.

Pain: AC 0; MV 12" (flying); HD 16; hp 85; #AT 1; Dmg see following; SA successful hit causes pain (q.v., *symbol of pain*) for 2-20 turns; also, after a character has been "pained," the next hit does one of the following: age 10-40 years (q.v., ghost) 50%, *cause critical wounds* 30%, or *cause disease* (terminal leprosy) 20%. If two *cause disease* actions are done against a character, he loses a limb (determine randomly, each being lost 25% of time); If the character takes three *cause diseases*, he dies; SD need silver or +1 weapon to hit; MR 25%; AL CE.

If an area-effect capability of one of these defenders encompasses a character, his magical items as well as he must make appropriate saving throws or be damaged. All of these creatures are considered large in size.

If these creatures are all destroyed and the *Book* is removed from its stand, the middle section of the south wall slides back, allowing the characters to return to area 24. If a character attempts to open the *Book* during combat, he takes damage (unless he is a magic-user). In any event, the *Book* cannot be used by the magic-user until he has spent the required time studying it (see Appendix 1).

Combat reminders: Check the "Inside the Tower" section to see what spells work in this setting.

Concluding the Quest

Once the characters return from their adventure and present *The Book With No End* to Xavian, he determines its worth and rewards each living character with 2,000 gp worth of precious gems, a *potion of healing*, and a *potion of sweet water.* The surviving characters may trade any magical items they have identified correctly for another item in Xavian's hoard, as long as he can use the item in question. Items for trade must be of comparable worth (compare gold piece values in *DMG*) or favor

Xavian for a trade to occur.

Calculate each character's experience according to Appendix 2, without including the final payment from Xavian. Consult Appendix 1 if a PC magic-user attempts to read the *Book* during the adventure. There is a good chance that he will eliminate the party of characters before they see civilization again! The list below shows what is available for trade. Xavian himself, a 15th-level wizard, should be created by the DM as a special NPC.

Items Available for Trade From Xavian's Hoard

Potion of hill giant strength (900 gp).
2 *extra-healing potions* (800 gp each).
Potion of levitation (500 gp).
Potion of ghast control (3,000 gp).
Ring of fire resistance (5,500 gp).
Ring of protection +2 (14,000 gp).
Cloak of protection +1 (12,000 gp).
30 *arrows +1* (150 gp each).
2 *short bows +1* (3,250 gp each).
Medium shield +2 (2,600 gp).
Spear +1.
Mace +2.

Appendix 1: *The Book With No End*

The Book With No End was meant to be a versatile, omnipotent device through whose use the *Book's* creator would become master of the world. In principle, Magus had the resources and knowledge to create such an artifact. However, because Magus was motivated by his advanced megalomania (which required him to rule the world immediately), the *Book* was created too hastily, and was therefore flawed.

The result of Magus's work totally decimated the countryside for many miles in each direction when he tried to use it, instead of bending the will of man and nature to him as he had intended. This result was a devastating blow to Magus's inflated ego, which caused his ultimate insanity.

His creation, which was designed to reflect his powers and augment his abilities, instead became infused with these insane traits. Thus, when a magic-user attempts to use the *Book*, he becomes infected with megalomania, the duration depending upon a number of factors. The magic-user then slides into the pit of insanity and manifests all of the combined symptoms of Magus's madness. Shortly thereafter, the *Book* consumes the magic-user as described below.

Description

The *Book* is bound with hard, red leather covers, made from dragon skin, held together by gold hinges and a gold clasp. The book measures 15" long, 10" wide, and 2" thick. The covers are bare except for a large "alpha" sigil in gold leaf on the front cover and a large "omega" sigil on the rear cover. The edges of its bound parchments are all smoothly and uniformly cut, and are edged with gold leaf. The book weighs about eight pounds and seems to have about 100 thick vellum pages.

Abilities

1. Upon opening by any class other than magic-user, the *Book* discharges a field of electricity causing 10d10 hp damage (as if cast at 20th level); saves against this attack are at −4 vs. death magic (a save indicates half damage taken). The book can discharge an infinite number of times.

In addition, the *Book* instantly drains all magical devices on the toucher's person, as if they had individually been touched by *rods of cancellation*. This draining effect cannot be reversed.

2. Upon opening by a magic-user, a save vs. death magic must be made at −2. An unsuccessful save indicates that the magical progression of insanity takes hold of the magic-user. A successful save allows the magic-user one hour of time to view the *Book*, after which time another save must be made to continue. This time-dependent system continues as long as the magic-user reads the *Book*, has the *Book* open in the immediate area, or until he becomes influenced by the insanity magic while one of the two former conditions are met. In addition, the magic-draining power of the tome continues to operate, destroying all magical devices carried or worn on the user's person. In effect, one cannot use the *Book* and possess any other magical device.

Once the insanity progression has started, the magic-user slowly gains megalomania within a number of days equal to his intelligence. During this time, the magic-user becomes increasingly annoyed with his role in life or in party affairs, gradually demanding more and more control until he is in complete command of all decisions, actions, and movement. He uses whatever powers the *Book* offers to gain this position and will even go so far as to kill without regret or consideration. As soon as the megalomania has fully manifested itself, the magic-user gains paranoia, as well as 1-4 other random forms of insanity (as per the *DMG*, pages 83-84). This condition continues until the magic-user has used his and the *Book's* resources to become a total recluse. This part of the progression also has a duration equal in days to the magic-user's intelligence.

Finally, after the magic-user has become an insane wreck, he loses his life-force to the book. The mechanics of this are straightforward: the magic-user is essentially sucked into the *Book;* his life energy is used to augment the *Book's* powers, and the magic-user himself becomes a color drawing in fine detail on one of the *Book's* many blank pages.

For each magic-user it draws into itself, the *Book* increases its spell-casting ability by one level for each 10 levels the magic-user has, rounded down. Thus, Magus, being a 20th-level magic-user added two casting levels to all of the *Book's* abilities.

The progression of insanity can be broken at any point by casting a successful *dispel magic* (vs. 20th-level magic) on the *Book* while it is held by

its user. Any number of simultaneous *dispel magics* may be cast, adding to the chance of success. Once the *Book's* user is freed from the book's power and the *Book* is closed, the magic-user reverts back to normal; otherwise, the process restarts.

3. Additionally, the *Book* has the following spell-like powers, all cast at 20th level:

a. *Know alignment*, 3" range, at will.
b. Convey *infravision/ultravision*, 10" range, constantly.
c. *Continual light* or *light*, 12" range, at will.
d. *Detect magic*, 1" path, 6" long, at will.
e. *Comprehend languages* constantly.
f. *Read magic* at will.
g. *Detect invisibility*, 20" range, 1" path, at will.
h. *Invisibility* at will.
i. *Darkness, 15' radius*, 10 times per day (Note: the user can't see in this darkness).
j. *Dispel magic* five times per day.
k. *Fireball* three times per week.
l. *Lightning bolt* three times per week.
m. *Tongues* at will.
n. *Minor globe of invulnerability* three times per week.
o. *Wall of ice* twice per week.
p. *Conjure elemental* of choice, 16 HD, in 1 round, twice per week (the elemental is fully controlled, needing no constant concentration, and is completely obedient).
q. *Passwall* at will.
r. *Teleport*, 90% chance of success, twice per week.
s. *Death spell* twice per week.
t. *Power word, stun* twice per week.
u. *Mass charm* once per week.
v. Inscribe a *symbol of fear* or *hopelessness* once per day.
w. *Mass suggestion* once per week.
x. *Astral spell* once per month.
y. *Shape change* twice per month.
z. *True seeing* twice per week.

These functions must be activated by reading the spell from the appropriate page in the *Book*, taking two segments to find the page and read it. Exceptions: 1) spells listed as "constantly" come into effect and stay in effect after the first reading of that spell page; 2) abilities listed as "at will" come into effect at the user's thought (after the spell has been read for the first time) and do not require further reading to activate; and, 3) an elemental appears at the end of one round.

Only one spell-like function can be used at a time, with the exception of the "constantly" powers. Thus, a reader could use *infravision, comprehend languages*, and *invisibility* all within one melee round, but would not be able to use *infravision, lightning bolt*, and *fireball* simultaneously.

Once the *Book* is opened by a magic-user, he is magically compelled to read through it once, taking two hours to complete this task. The initial reading does not activate any spells, and is the only way a magic-user learns of the *Book's* abilities. After reading the first 26 pages (with the spells mentioned before), the reader discovers a detailed, color picture of an elderly magic-user on page 27. This is the grand wizard Magus, who was the first to be imprisoned in the *Book*. The 75 blank pages which follow, originally part of a protective enchantment on the book that caught the souls of unwanted readers, are reserved for other magic-users. . . .

The *Book* needs only to be carried on the person in order for the "constantly" or "at will" powers to operate. The *Book* needs to be open and a light source present to read the spells which activate the other powers.

4. Finally, the *Book* augments the user's powers (once it has been read through) by increasing the range of his memorized spells by a factor of 150%. Add 1 to every hit die of damage done by offensive spells (or if a spell's damage is a base value, add 10% more) and increase the area of effect by a factor of 150% (or if a spell affects a certain number of creatures, or hit dice, increase this figure by an additional 50%). The *Book* must be carried by the user in order for this augmentation to occur.

Certain spells cast by the *Book* have a chance of creating a cataclysm if cast. The *mass charm* and *mass suggestion* spells are so trapped. Each time these spells are cast, there is a 20% chance that the spells instead serve as a monstrous power-draining device that affects everything within a radius of 10-100 yards (the *Book* no longer destroys as large an area as it did once, as it is fully charged now). All living beings within this radius take 20-200 hp of damage; those beings which are slain simply vanish, their life-forces consumed completely in the blast. Beings of divine status take half as much damage. Nonliving structures and the land around are subjected to 10-100 points of damage (see page 109, *DMG*), enough to pulverize smaller buildings and turn rock into sand. The user of the tome is instantly struck with insanity from the magical backwash of this dread power and, in addition, permanently loses 1 hp per day thereafter until death, at which point the user is absorbed by the *Book*.

Appendix 2: Experience Points

Experience points are awarded to each player based upon individual and group performance. To determine each player's experience point award (EPA), add his total personal experience (TPE) to the total group experience (TGE) divided by the number of starting players (NSP):

EPA = TPE + (TGE/NSP)

The following tables list the experience points possible for this game.

Group experience

Each numbered area explored (excluding area 29): 100 xp.
Any treasure collected: (award group points only): gp value in xp.
Each PC wounded below 0 hit points: −500 xp.
Each PC killed: −5,000 xp.
Returning to Carvet City with *The Book With No End* unopened: 100,000 xp.
As above, but requiring magic to separate the user from the *Book* because it has been opened and used: 50,000 xp.

Personal Experience*

Each *symbol of stunning, fire trap, wizard lock* dispelled**: 1,000 xp.
Efreeti killed: 2,650 xp.
Invisible stalker killed: 1,700 xp.
Pyrohydra killed: 1,625 xp.
Grey ooze killed: 850 xp.
Green slime killed: 550 xp.
Character played a key role in deciphering riddle to open the secret door in area 24***: 3,000 xp.
Character used *comprehend languages* to good value (per use): 100 xp.
Any illusion disbelieved by the character (successfully): 100 xp.
Character used *find traps* spell in area 21 to good value: 300 xp.
Crystal ball in area 23A successfully

used to gain information about the *Book.*: 1,000 xp.

Air elemental (area 27) killed: 3,100 xp.

Elimination of the *book's* guardians:
- Hatred: 11,540 xp.
- Ambition: 11,500 xp.
- Power: 11,400 xp.
- Pain: 11,060 xp.

Special considerations: ****

* If a character does only fractional damage toward a creature's death, award only that fraction of experience points.

** To qualify, a spell from memory must be used by the dispeller; if more than one caster uses a spell in concert with others, award this amount to each who use a spell.

*** This award should be given to those characters who showed constant insight and actively participated in solving the riddle of entry to the lower level.

**** Unusual actions, ingenuity in defeating opponents, valor, etc., should be given an award not to exceed 2,000 points at the DM's discretion.

Appendix 3: Library Research

If a character successfully uncovers a clue to the location of the *Book With No End*, roll 1d4 and consult the appropriate reference below:

1. This passage is found in *The History of Maleficent Magic*, by the High Wizard Aeriocron: "... the desert of the Wastelands is a result of the power of evil used to full advantage. The reclusive, renegade necromancer Maginus was supposed to have created an attuned artifact which generated this massive transformation from thriving jungle to uninhabitable desert. But this remains only partly confirmed, through magical divination — the certainty of which has failed with the extreme length of time between this treatise and the events of the day."

2. This passage is found in *Analysis of Divination Magics and Their Efficiency: A Study of Elapsed Time Versus Accuracy*, by Tenter Ansmond, Arch Mage of the Silver Wand: "... an example of the loss of information and the dulling of accuracy. This is exemplified by the artifact called 'The Unending Tome' purportedly created by a reclusive and unnamed magician. The classical *legend lore* spell provides only the reinforcement of the artifact's title, which may in itself be incorrect because of the necessity of translation and the changing meaning or intent of words. The modified divination spells heretofore mentioned do give more information, but as pointed out in the preceeding section, because of the extreme time difference between today's spell-work and the events that created this book, the data is inconsistent and even indecipherable. An example of this inconsistency can be found when the major power(s) of this artifact are examined. The only decipherable bit of data is that this book amplified the wielder's own powers, but the extent of this amplification, whether it was life-force draining or self-powered, or its inherent spell capability are left ambiguous. Thus, the efficiency and accuracy have been reduced by the elapsed time."

3. This passage is found in an obscure and dog-eared copy of *Delineation of Artifacts' Powers through Runes and Portents*, by the famous Sorcerer Oportom: "... with the casting of Runes, this author decided to attempt this method of signs and portents on the ancient and relatively unknown 'Codex of No End,' of which so little was actually known, but much was theorized. Unfortunately, the results were inconclusive, probably due to the loss of accuracy mentioned in some of Tenter Ansmond's treatises. The Runes revealed a general, evil tendency, while the portents indicated a very difficult prophecy — one indicating a sort of crazed determination. Nonetheless, the delineation proves the corollary stated: that Runes cannot accurately describe an artifact's power(s), although their main purpose of event prophecy remains accurately prescribed through this method."

If this section is found by the characters, and they haven't already found item 2 above (and they declare a desire to find the mentioned article by Tenter), they find item 2 the next day.

4. This passage is found in *Material Transformation by Alteration Powers: A Study of the Four Elements and Their Interaction During Change*, by the renowned Supreme Wizard, Sai Dargondallesh IX: "... a meaningful example of the transmutation of living land to arid wasteland was seen by the unranked magic-user whose queer artifact created the desert beyond the Fladrian Range. This sub-element transformation within the area of 'Earth' is a classical illustration of a manipulative power made easy through an attuned magical device. Although the wizard and his artifact have never been heard from since the (accidental?) transmutation, the documented change is indicative of the power of the Alteration spell when incorporated within a magical entity and augmented with personal direction."

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